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TB1
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Exclusive!
Chicken Run interview!
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Plus!
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Spiderman... does whatever a spider can!
Martian Revenge
Marvin's back for more!
PLUS! Total guide to Pokémon Yellow!
PLUS TOM & JERRY, PROJECT S-11, POKÉMON PINBALL, CROC 2, FROGGER 2, CYBER TIGER, RUGRATS: TOTALLY ANGELICA, ALADDIN... AND LOADS MORE GREAT GAMES!
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# Tiggerific News!

## Winnie the Pooh Debuts on Game Boy™ Color



Out Now

The first ever video game for the Winnie the Pooh Gang!

•

Now you can take Winnie the Pooh and all his friends on an action-packed journey through the 100 Acre Wood!

•

Over 21 adventures and mini-games to choose from!
























www.disney.co.uk/disneyinteractive/

www.ubisoft.co.uk




# The All-New Total Game Boy Is GO!

New look, new name and the dawning of a whole new era of hand-held videogaming – this is the all-new Total Game Boy, the magazine that's set to bring you the best Game Boy gaming from around the world in each action-packed issue. With Nintendo warming itself up for the launch of the Game Boy Advance in Japan and lots of exciting new games being announced every day, we thought it was time to set your favourite Game Boy magazine on a direct collision course with Nintendo's new hand-held console. So, from now on we will cover all the Game Boy, Game Boy Color and Game Boy Advance games that we can get our sweaty mitts on. You get the same great news, previews, reviews, tips and features, only covering the entire Game Boy universe! This issue is a Thunderbirds special, with an exclusive interview with Gerry Anderson himself, plus a chat with the creators of Chicken Run and a giant Pokémon Yellow tips poster for you to marvel at! Drop me a line with any comments you have on the new-look mag – it's always good to hear from you. Enjoy!

Nick Roberts



CONTENTS!
total Game Boy
4
THE BITS 'N' BOBS EXPLAINED!
TOTAL GAME BOY COLOR has all the information you need to make sure you buy the right game for you! On each review you will find a number of boxes and pictures that will deliver the most up-to-date information in the known Game Boy Color world!
Here you'll find out how much the game is, who made it, when it'll be in the shops and what kind of game it's supposed to be!
NINFOMATION
How much? £24.99
From who? Mattel Interactive
Whenz it out? Out now
Kind of game? Sports
KLAX
ATARI GAMES
COPYRIGHT © 1989 ATARI GAMES
QUICK TIP!
When playing this great game, make sure you don't get too engrossed as your mum might call you in for your tea and you won't hear her - then your belly will start to rumble!
To get you started on the game we've got a quick tip straight from the fingertips of our world-renowned Game Boy Color experts.
The main reviewer will fill you in on all the details of the game, but we've also got a second opinion so you get a well balanced view.
2ND OPINION
I'm a big noise!
Coooor! In summary what you've got is a superb shoot-'em-up with a few small niggles which prevent it from being a perfect title. It should still keep fans of the genre going for quite some time though. The great thing is, I can type absolutely anything I like into this box, because it's only an example of what a 2nd opinion looks like. If you can read this, then you must be bored! Write in and inform me that these tiny boxes are readable, then I'll be very careful what I write into them in the future! Ta-ra!
Nick
TOTAL GAME BOY COLOR
TEST YOUR STRENGTH!
GRAPHICS!
Cute and chunky
★★★★
SOUND!
Brum, brum, engine fun!
★★★
PLAYABILITY!
Compulsive gameplay
★★★★
LASTABILITY!
Not hard to finish
★★★
The Great Game Boy Color TEST-o-meter!
he-man!
butch!
weakling!
wimp!
OVERALL! %
85
PERFECT FUN FOR THE BUILDER IN YOU!
This is where the game gets taken apart and rated on its graphics, sound, playability and lastability. Finally we give it an overall score. If the game scores over 90% it gets a coveted HUM DINGER award of excellence!
Hum Dinger!
NOBODY CALLS ME CHICKEN!
Exclusive!
page 14
Chicken Run Interview!
The brains behind the dizzyingly exciting new puzzler reveals all...
Tota
Poké
From Pale
ultima
trainer.
CHU... PIKA!
pa
42

# CONTENTS!




## reviews

Every new Game Boy game reviewed and rated for you! 5



## Previews

the sneaky peek at future games around the corner!

See what's coming up on your Game Boy... page 10



## Get In Touch!

If you want to drop us a line here at TOTAL GAME BOY, the address is...

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# The Snoop!



## Pokémon Olympics

All the winners of the Pokémon Stadium Championships worldwide were invited to compete in the first ever Pokémon Olympics, held in Sydney. The winner of the UK event at the Millennium Dome, Darren Van Vuuren, won the overall event and is now on his way home clutching a very large trophy and lots of Pokémon goodies.

The event was staged at Sydney University, which was closed and turned into the Pokémon Park for a 22-day festival. Inside the park were many other Pokémon attractions including trading cards, a cinema, shops and a special area for the Starlight Children's Foundation. All in all, the event was a huge success, showing that language is no barrier when the aim is to have fun and a heated Pokémon battle!




## Game Boy Advance Watch

In the nine month countdown to the explosion of the Game Boy Advance on our shores, we'll be watching out for all the latest gossip and news connected to the jaw-dropping new platform. What new games have been announced? How are the new titles being developed? Just watch this space…

### In the Pipeline

Every confirmed title due out for the GBA. Start salivating…

| Title | Developer |
|---|---|
| Bomberman Story | Hudson |
| Castlevania | Konami |
| Donald Duck | Ubi Soft |
| Doraemon | Epoc |
| Fire Emblem | Nintendo |
| First Person Shooter | Crawfish |
| F-Zero Advance | Nintendo |
| Game Boy Wars | Nintendo |
| Golden Sun | Nintendo |
| Golf Master | Konami |
| Hatena Satena | Hudson |
| Hello Kitty | Imagineer |
| Horse Racing | Nintendo |
| Indiana Jones | THQ |
| Iridion | Shin'en |
| Kuru Kuru Kururia | Nintendo |
| Looney Toons | Sunsoft |
| Magical Vacation | Nintendo |
| Mail de Cute | Konami |
| Megaman EXE | Capcom |
| Momotaro Matsuri | Hudson |
| Monster Breeder | Konami |
| Morita Shogi | Hudson |
| Pinobee | Hudson |
| Pocket GT | MTO |
| Rayman | Ubi Soft |
| Silent Hill | Konami |
| Star Communicator | Konami |
| Star Trek: Invasion | Activision |
| Star Wars | THQ |
| Tactics Ogre Gaiden | Nintendo |
| Tenchu | Activision |
| Top Gear GT | Kemco |
| Tweety and the Magical Jewel | Kemco |
| Vigilante 8: Second Offense | Activision |
| Wai Wai Racing | Konami |
| Wario Land 4 | Nintendo |
| Winning Post | Koei |
| Yoshi's Story | Nintendo |

# Britannia Rules!



Further on from Darren Van Vuuren's victory which we witnessed at the UK 2000 Pokémon Stadium championships, we can now proudly reveal that the clever trainer has become the Pokémon Champion of the world in the Australian finals. We may not have come top in the Olympics, but Pokémon videogame players from Australia, Belgium, France, Germany, The Netherlands, Spain and the United States were all beaten by the UK when they converged in Sydney, Australia. They challenged each other in an ultimate battle on Nintendo's Pokémon Stadium for the Nintendo 64. Using their very own Game Boy trained Pokémon from Pokémon Red, Blue or Yellow versions, the national champion from each country competed tournament-style in the three-day championship. Never mind, America, there's always next year...

## Brownie's Magical Vacation




As we mentioned a couple of issues ago, *Magical Vacation*, one of the first title to be released for the GBA, is being created by Brownie Brown, a second-party company funded by Nintendo for creating new and innovative games for the Game Boy Advance. Now it has unveiled its new Web site!

Developer Miyamoto explained that there would be a lot of communication between characters in the game, but this may also be the first GBA game to make use of the Game Boy Color/Game Boy Advance Mobile Adapter. Get ready for gnomes phoning you in the night!



## Vampire's Advance

Konami has revealed its plans to kick off their foray into GBA territory with *Castlevania: Circle Of The Moon*. The game takes place in the year 1830 and follows the successful formula of platform heroics in cobwebbed castle surroundings. Spooky!

The game looks like the Super Nintendo version cleaned up and free of icky pixels – this is probably due to all the graphics being compacted onto the tiny screen. The Dreamcast version of *Castlevania* has been canned – long live the GBA version!





## GBA Creators Talk A Lot!

In the wake of the Tokyo Game Show 2000, GBA creators from Nintendo have spoken out about the problems of creating a lighter, easier to use, more powerful follow-up to the GBC, and their decision not to make the games in 3D, "There isn't enough CPU power, and it drains the battery much faster. With the current technology on the market, it's difficult to do 3D with a portable system. But there are tricks to make games feel 3D without straining the CPU and battery. People look at the screen and mistakenly think that they're polygons. We made it look like 3D by including a lot of frames of animation. Checking compatibility with GB and GBC was a horrible task considering the large number of titles that exist for the past system. We had company Nintendo employees and part-timers checking every title in the Game Boy library." We can think of worse jobs...



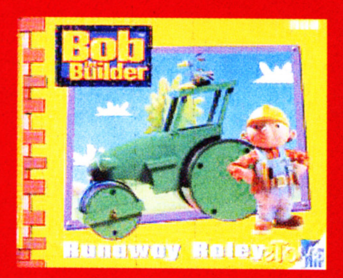
## Tomb Raider Movie



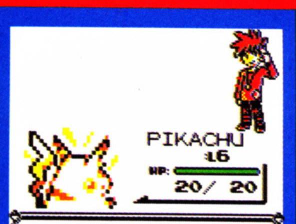
With filming well under way for the new Tomb Raider movie, starring Angelina Jolie as the brave British adventurer Lara Croft, sneaky shots of the actress have already started to turn up in the tabloids and on the Internet. There are also exciting glimpses of the film sets, giving an idea as to how the finished project will look. You'd think we'd be above such gutter press snooping...

## BBC On GBC!

With *Robot Wars* and *Bob The Builder* titles for the GBC due out before Santa sets off on his delivery round, the Beeb have announced some of their more exciting interactive titles for Winter 2000. There'll be more on the Game Boy Color games next issue, but for now you can start saving up on CD-ROM titles like *Blackadder*, *Fawlty Towers*, *Only Fools and Horses* and *The Fast Show*. More on the Corporation's interactive releases in the next issue!




## total Game Boy Charts




| | | |
|---|---|---|
| 1 | Pokémon Yellow | Nintendo |
| 2 | Pokémon Blue | Nintendo |
| 3 | Pokémon Red | Nintendo |
| 4 | Marble Madness | Midway |
| 5 | Game Boy Gallery | Nintendo |
| 6 | Caterpillar Construction Zone | Mattel Media |
| 7 | Wave Race | Nintendo |
| 8 | Mario and Yoshi | Nintendo |
| 9 | Donkey Kong Land 3 | Nintendo |
| 10 | F1 Race | Nintendo |

# Win! Win! Win! Roll Up! Roll Up!

**Competition Address...**
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## Thunderbirds Are Yours!

You really want a *Thunderbirds* game, don't you? Well, we're not just offering that. For one very lucky reader there's a whole host of brand new *Thunderbirds* goodies, including a complete set of vehicles, action figures and DVDs, plus the game itself! Five lucky runners will also receive a copy of the game. All you need to do is answer these three questions and get your entry in to 'Thunderbirds Three Compo' no later than the 9 January 2001!

**What did Gerry Anderson call his animation technique?**
a] Sonicscreen b] Supermarionation c] Lara Croft Puppetry

**Where did Jeff Tracy discover Brains?**
a] California b] Paris c] Working as a waitress in a cocktail bar

**What is Kyrano's daughter called?**
a] Tintin b] Asterix c] Lucky Luke




## Won! Won! Won!

**Everyone's a winner, baby! that's the truth!**

### Hayelp! Compo

Four lucky winners of Muttley toys and the whole Wacky Races She-bang go to: David Conroy of Accrington, P.T. Durnall of Tamworth, Ben Webb of Plymouth, and Robert Dews of Rothwell. The eight runners up are K. Peters of Kent, Thomas Sturgess of Rothwell, Charlotte Cowper of Burton Upon Trent, Lewis Pope of Weston-Super-Mare, Lizzie Charles of Stratford Upon Avon, Hannah Lynn of Dunadry, Craig Warner of St. Neots, and Anthony Page of Bristol. Tee-hee!

### Wetrix Poem

With only five Wetrix games to give away, there can be only five winners, and they are Mark Huyton of Wigan, H. Lynn of Co. Antrim, Peter Stranney of Enniskiller, Anon. Of Ryde, and the best one, from Sam Lawless of Wootton Bassett:

**I once met a strange kind of swimmer,**
**Compared to the rest he's much dimmer,**
**He swims in hot soup,**
**And looks like a newt,**
**And now he's the Heinz backstroke winner!**

### Blaze Compo

You'll never believe the crazy ideas for Game Boy Color gizmos sent in by readers, but we'll send them on to Blaze, nonetheless. Clever Blaze Light winners are Simon Pettit of Suffolk, Christopher Plater of Bristol, Thomas Sturgess of Rothwell, M. Huyton of Wigan, David Skeet of Surrey, Ashlee Phillips of Exeter, and P. Stranney of Enniskiller. Some of you forgot to send addresses, but we'll send on your ideas nonetheless. Especially the Underwater Game Boys and Sweet Dispenser kits!

# Previews

the sneaky peek at future games around the...




# Xena: Warrior Princess

**NINFOMATION**
**From** Virgin Interactive
**When?** Spring

In *Xena*, you can play and fight as Xena or any of ten other characters. Each one has their own weapons, attacks and battle cries, which will come in useful as you fight for the right to reclaim the Talisman of Fate, come face to face with the monstrous Despair and save Xena from the nightmare in which Ares has trapped her.

With groundbreaking music, sound effects, camera movements and angles these look like intriguing legendary quests full of traps, villains, riddles and strange acquaintances. Best of all, you can use the link cable to join the two titles together, as there are adventures in each game specially made for *Xena* or *Hercules*. Not long to wait...

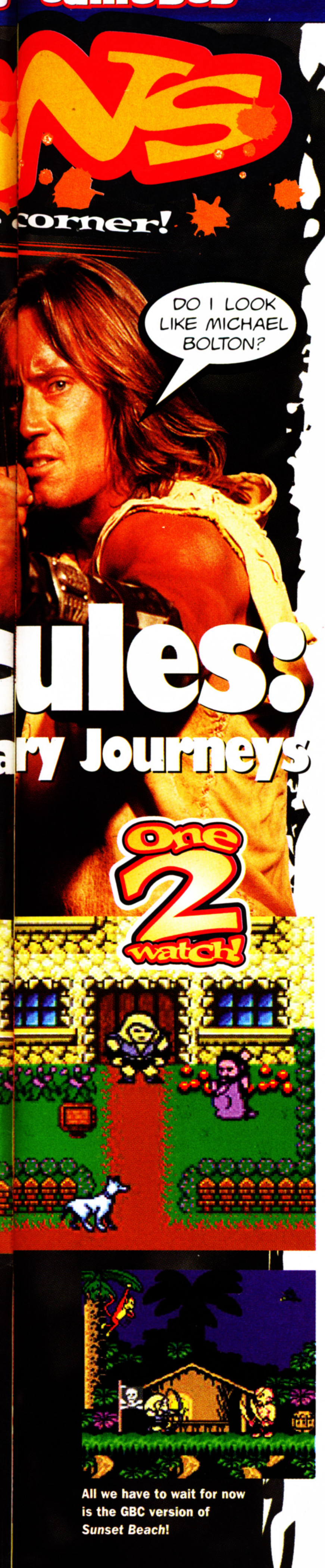
# Herc... The Legend...

**NINFOMATION**
**From** Virgin Interactive
**When?** Spring

Prepare for a Channel 5-style showdown when both *Xena: Warrior Princess* and *Hercules: The Legendary Journeys* are released on the Game Boy Color in the New Year.

In *Hercules: The Legendary Journeys* you battle through an epic adventure based on the 'popular' TV series. Hercules must fight to win his place on the Mount Olympus by helping people on the Earth. Once the peasants begin to have faith in him, he will join his father Zeus, sitting on a cloud smoking a pipe.

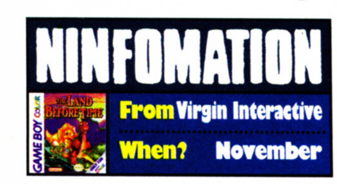
The multi-genred RPG/platform-style of the game looks undeniably entertaining. Explore mysterious seas, confront Zag (no mention of Zig), fight against pirates and escape the charms of enchanted mermaids among the God's other pitfalls and traps. The quest takes you from the heights of Mount Olympus to the underwater world of Poseidon's kingdom, Atlantis.



All we have to wait for now is the GBC version of *Sunset Beach!*

# The Land Before Time

With *Disney's Dinosaur* already flying off the shelves it seems that cute and cuddly extinct creatures are going to be very popular indeed this Christmas. Two more titles are poised for release – *The Land Before Time* and EA's *Dinosaur'Us*! Everybody has sat through at least one of the six films in Don Bluth's *Land Before Time* series of movies. The adventures of baby dinosaur Littlefoot and his junior Jurassic chums Cera, Petrie, Chomper, Spike and Ducky are usually on every other Bank Holiday, but this time you're given the chance to actually take on the role of the little lizard in this colourful side-scrolling platformer. The game begins with Littlefoot and his friends trapped in the 'Mysterious Beyond', home of the dreaded Sharptooth, a T-Rex. The idea is to find your way back to the safe haven of the Green Valley.





They may all look cute, but in reality they'd bite yer head off soon as look at yer! Wipe them out!


Hey, look! This game involves pushing rocks so you can jump to higher places. I bet you can't wait!


Once you've reached the higher area, you are free to carry on with your journey. Should you wish to.

# Dinosaur'Us

**NINFOMATION**
**From** Electronic Arts
**When?** December

*Dinosaur'Us* takes the idea of controlling terrible lizards to a whole new level. It's billed as a fast-paced action adventure game in which the player must collect the eggs of dinosaurs that are best suited to success in each part of a massive world. You get to choose from six dinosaurs and breed them, as well as collect other dinosaurs. If a dinosaur is not born the biggest, it must be the smartest to stay alive. Finding food and mastering the four main elements (water, earth, fire, and air), evolving and learning fighting skills are all instrumental to staying alive. With great power-ups, massive scraps and another great big T-Rex, this Darwinian adventure sounds fabulous!



## NINFOMATION

From Ubi Soft
When? November

# Carl Lewis Athletics

If you have aspirations towards the athletics world, but haven't quite made it yet and your dream appears to be fading into the distance, then maybe you should grab-a-holda this game! You can choose your name, your physique and your event without even shifting your buttocks from that chair. This game brings athletics straight into your hands.

It's very nearly as good as watching the TV – better really, because you can control the athletes. The screen scrolls as you and your opponent move. This is in keeping with the TV cameras at the real events and adds to the realistic effect.

Emotions are simulated brilliantly at the end of each event to depict the mood of the athlete, whether or not they are up for gold. If you like sport, but you're a bit lazy, this game is made for you. Look out for a review soon!


On your marks, get set... GO! Why bother getting out of your armchair when you can control these chaps?


What kind of a run is that, eh? He looks like a complete girl! Not that we could do any better...

# Barbie Fashion Pack Games

This is the ultimate game for the aspiring glamour-puss! If you want jewels and glitter, then this is for you. Barbie comes hand-in-hand with her equally stunning mates, and you can choose to be any one of them! Beauty is the name of the game – why not try matching lipsticks, catching sparkling gems or adding some rather charming boots to Barbie's already overflowing wardrobe? Not only can you ensure that Barbie and the gals look stunning, but they will smell good too. It is your job, as the player, to fill up the 'eau de toilette' bottles by fitting pipes together to make sure the droplets of gorgeous scent get through. If you're a Barbie fan you'll want to get to grips with this little beauty! Lots of fun and make-up without the mess – every little girl's dream !

I'M A BARBIE GIRRRLL!

## NINFOMATION

From Mattel
When? Christmas



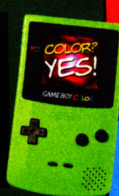

OOO-ECK! I'M UP FOR DINNER!

# PREVIEW

How much? £25.99
From who? THQ
Whenz it out? November
Kind of game? Adventure



GOOD WORK EVERYBODY




# CHICKEN

This summer's surprise smash hit all over the world, Aardman Animation's tale of terrified fowl and their attempts to escape the terrible danger of the Tweedy's farm, *Chicken Run* will no doubt be the video sensation for Christmas. Just in the nick of time, Blitz Games has created one of the most enjoyably puzzle-orientated Game Boy games in ages!

## The Great Eggscape!

*Chicken Run* is the story of Rocky, Ginger, and the rest of Coop 17 as they strive to make a break for freedom from the clutches of evil Mrs Tweedy and her husband, who are determined to make a profit from Ginger and her feathered friends by turning them all into chicken pies! Relying on the aid of all-American Rooster, Rocky, to mastermind their escape plan, can Ginger and the other chickens fly the coop to safety? Well, yeah, in the film, but when it comes to doing it all yourself on a little plastic screen, it's a bit more tricky than that.

With 20 levels of puzzle-based fun facing you, the escape from the Tweedy's Farm really is compellingly original. This is not surprising, coming from a team headed by the same men who created Spectrum hero Dizzy. A similar sense of cryptic cartoon craziness is apparent here as you make your way as Ginger around different environments, from the barnyard to the infamous Tweedy Pie Machine, forcing your fellow egg-producers to safety with guile, swiftness and great big spanners! And a little help from your friends, of course.





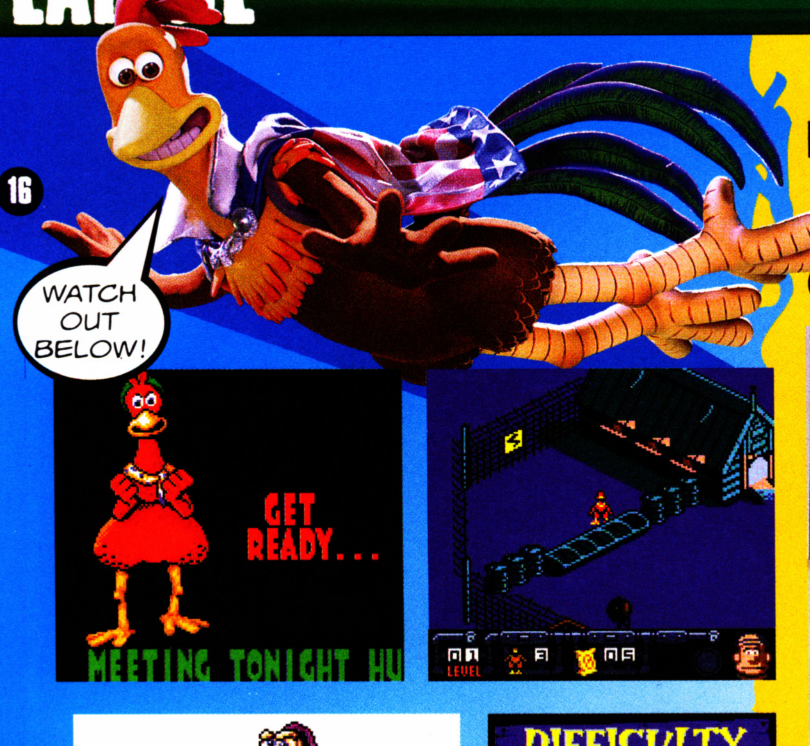




# Poultry with a Plan!

Though it may not have the claymation look of the movie, all of the characters put in an appearance in the game, whether it's helping you with a password, giving you tips on your mission or trying to bite your head off. This is all done in a suitably colourful and fun way. Mac the Mad Scientist gives you your briefing before you make your way around a three-dimensional area. As the other chickens pop up behind you, you have precious minutes to clear the way for them, blotting out watching eyes, side-tracking dogs and halting machinery so that, when your comrades follow your trail of seed, they'll be free! If you're not quick or subtle, enough, however, the Tweedys will wake up and catch you red winged, leaving you with a pastry-related immediate future.

Fans of the movie and of stealth-games or puzzle games will want to play this game to death. It offers a genuine challenge to any rank of player, even on the easy setting, so you're not going to get through the whole thing on Boxing Day. Which is good!












# The Chicken and the Egg





After more years than it would be respectful to say in this business that we call video-games, Philip and Andrew Oliver are still leading the way in the field of original and imaginative game design. From the creation of *Dizzy*, a small egg with red gloves and boots, to the brand new *Frogger 2* and *Chicken Run*, the Oliver Twins are responsible for some of the most addictive adventure games available. We spoke exclusively to Philip Oliver about the new offering from Blitz games.



**Total Game Boy: *Chicken Run* is based on *The Great Escape*. With that in mind, have you drawn on the classic Spectrum version of *The Great Escape* in creating the game?**

**Philip Oliver:** The *Chicken Run* film was inspired by many films, but it actually stemmed from Wallace and Gromit, where the penguin was locked in the jail at the end of *The Wrong Trousers*. As we understand it, they discussed the idea of coming up with loads of mad escape plans and research lead them to *The Great Escape* and many other films.

With the game our biggest inspiration is obviously the film, the characters within it and the mood that it creates. If this happens to be like the old *Great Escape* game, then this is by coincidence, as in fact many people have actually referred to our game as Chicken Gear Solid because of its similarities with a certain other 'stealthy' title!



**TGB: Do you think it's time *Dizzy*-style adventure games, involving genuine puzzle-solving gameplay, great characters and something approaching an actual plot should be on the increase?**

**PO:** As budgets go up creativity often goes down, and Blitz Games are trying very hard to fight this. It's funny you mention *Dizzy* because in fact I see an awful lot of similarities between the puzzle-solving gameplay that we have within *Chicken Run*, and what we created in *Dizzy*. In fact *The Fantastic Adventures of Dizzy* was fully created for the Game Boy and a master of it does exist somewhere but it never actually went into full production. As for doing something now, our problem is that it is very unclear as to whether Codemasters or us own the rights to *Dizzy* and therefore neither can do anything without the other party's agreement.



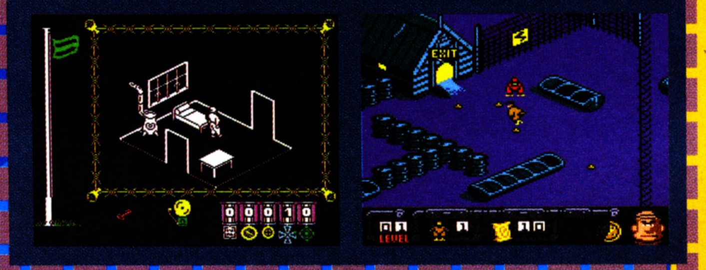
**TGB: Can you tell me anything about any other secrets from Blitz Games that may find their way on to the Game Boy any time soon?**

**PO:** The Game Boy market can be pretty tough to develop for. It's often only huge, recognised licenses that actually sell enough to make it worthwhile developing them. Of course, *Chicken Run* falls in to that category and we're hoping for great things from the GBC version. We're always looking at new platforms but we've nothing confirmed for the GBA just yet that we can tell you about! But watch this space!




## A Rich Pedigree

Chicken Run can hardly help being fun and challenging, showing as it does the result of two decades of game design behind it. Allusions to the timeless *Dizzy* aside, there's a great deal of *Metal Gear Solid* style action in Ginger's quest. Strangest of all, considering that *Chicken Run* is loosely based on the classic movie *The Great Escape*, the Game Boy version does bear a resemblance to the original game version of *The Great Escape* from the ZX Spectrum as well! Judge for yourself...





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# GAMES AROUND THE WORLD

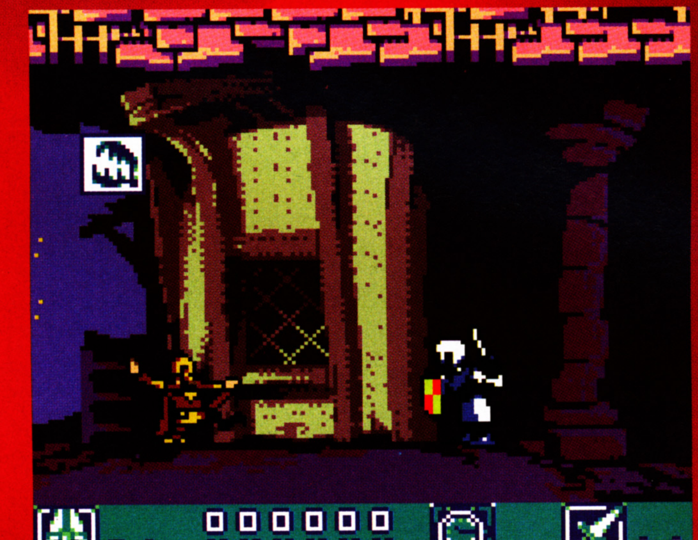
**There are loads of great Game Boy Color games out there that the poor folks in this little emerald island of ours will never get to see – games created solely in a foreign tongue, for different countries. Jem Roberts trawled the Game Boy markets of the world to show you the latest overseas titles, probably not in a videogame store near you any time now!**

## Les Visiteurs

| NINFOMATION | |
|---|---|
| Country | France |
| From | Ubi Soft |

If you've never heard of the classic French comedy *Les Visiteurs*, starring Jean Renot, it is clearly at least loosely based on the characters of Edmund Blackadder and Baldrick. The film follows the adventures of a medieval nobleman and his filthy manservant when they are cursed, and wake up in modern day France. There are stories of a Hollywood remake of the movie, but until then, there is little chance of this great platform adventure from Ubi Soft seeing light of day this side of the English Channel.

You play either the Duc de Godefroy or his serf, Jaquasse the Crass, in a reasonably sophisticated side-scrolling adventure, fighting against witches and knights in your journey to make lots of money, and get home. At least, we think that's what happens. It's all in French, you see.





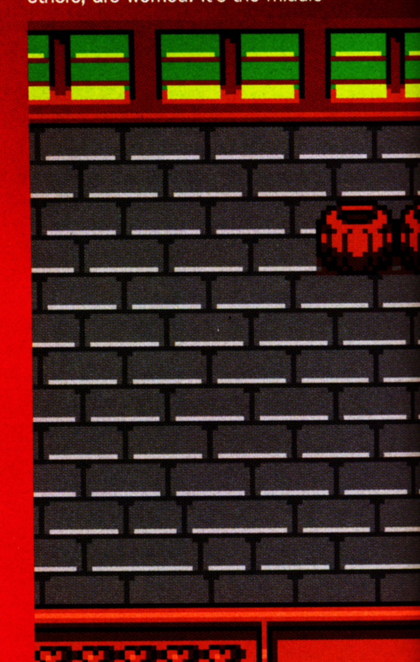


## Tabaluga

| NINFOMATION | |
|---|---|
| Country | Germany |
| From | Infogrames |

This funny little dragon hasn't made it over to this country yet, which is a shame, as this game looks like a very original RPG, and a whole lot of fun!

As far as can be made out with a smattering of GCSE German, Tabaluga the dragon and his little furry friends Happy, Buzz and many others, are worried. It's the middle



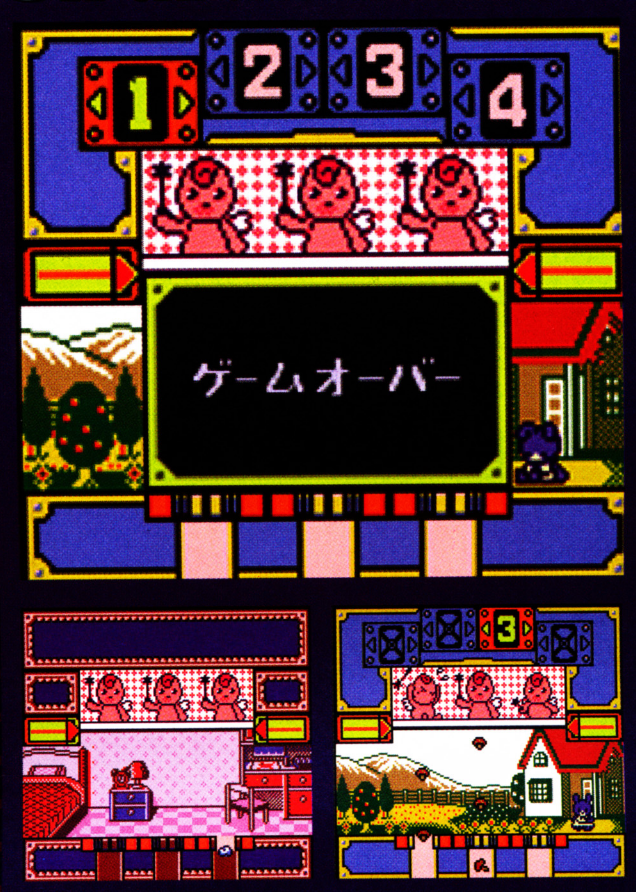
# THE
# LD

of summer, but it's very cold, and this seems to be due to some strange weather machine, so you, as Tabaluga, must set off to find this mystical weather-changer.

On this journey, you meet many other strange creatures, explore dark caves and pick up very useful items. However, it's hard to get any further than that unless you know the language well enough. Presumably it's all great fun, though.



## Sirubaniamorinonakama




### NINFOMATION

| | |
|---|---|
| Country | Japan |
| From | Natsume |

Obviously, a great number of Japanese games find their way over here – a certain small yellow fellow with big ears and red cheeks is proof of this. But some of the games that get made when our heads are turned are pretty much unfathomable. One such freaky game is *Sirubaniamorinonakama*. Try saying that without a mouth!

Right. There's this rabbit, y'see? And she dreams of sweets. In the cloudy world she lives in, there are lots of cherubic fairies flying around. So, it follows quite naturally that you have to control three angels, hitting sweets in the right order (a bit like *Pop 'N Music*) right on time, otherwise she becomes unhappy. This is a colourful game, but very difficult to control. It would be nice to see a translation, though, so we could at least understand what on earth is going on. maybe then the baby sweet bashers will stop haunting us in our dreams!

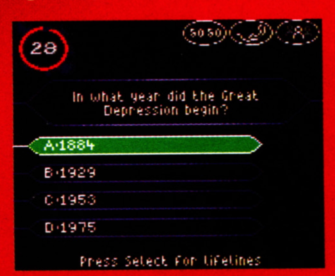
## Who Wants To Be A Millionaire?

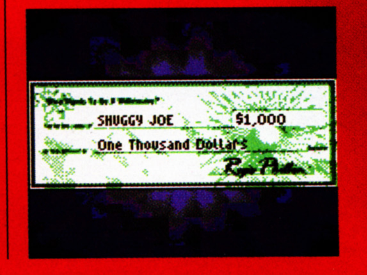
### NINFOMATION

| | |
|---|---|
| Country | USA |
| From | THQ |

**W**hat's this title doing here? We invented *Who Wants To Be A Millionaire,* didn't we? Nevertheless, the US are now on their second edition of the Game Boy version of the hit TV show. Regis Philbin, the American version of Chris Tarrant, oversees the game, and even puts in an appearance at the end, with digitised speech!

This is actually a very well designed game, with great sound (you feel vaguely like you're on the show itself!) The phone a friend option is text only, but the other lifelines are done very well. The problem is, the questions are ridiculously hard! Even if you did know who played full back for the Yankee Hobgoblins in 1923, it still wouldn't be a fair question for £500! With precious few questions concerning general knowledge, and far too many only Americans would know, let's just hope this is one foreign game which will be adapted for us soon!







**Isn't the world a strange place? Aren't you glad you get good solid English games from your local games emporium? Well, if you ever do fancy trying something a bit different, give a videogames importer a call. A good one is the Video Game Centre on 01202 527314. They'll be able to sort you out!**

**QUICK TIP!** Listen to Kyrano and others when they get in touch with you. Their advice may just give you that last nugget of information needed to successfully complete a mission.

**Once upon a time, one man, armed only with wood, plastic and a huge budget, created a TV legend. And now they're back!**

# THUNDERBIRDS

QUICK, TAKE THE PHOTO, THESE SUITS JUST LOOK CAMP!




**"A ripping adventure with very carefully set difficulty levels, great graphics and sounds, and a real sense of character..."**

## NINFOMATION

| | |
|---|---|
| How much? | £24.99 |
| From who? | SCi |
| Whenz it out? | December |
| Kind of game? | Action |







With the shows back drawing huge audiences on the Beeb, a new series planned and an avalanche of merchandise waiting to spring into the shops, one of the most anticipated games of the year has finally arrived on the Game Boy. It involves five huge vehicles and five brave brothers...

### Thunderbirds Are Go!

SCi's new action game *Thunderbirds* could have been a complete disaster. Time and again, when a game appears bearing the name of a popular movie, TV series or cartoon, the game itself seems to matter less than the name being marketed. It can totally fail to do justice to the feeling of the original movie/show or indeed, be worth playing in the first place. However,



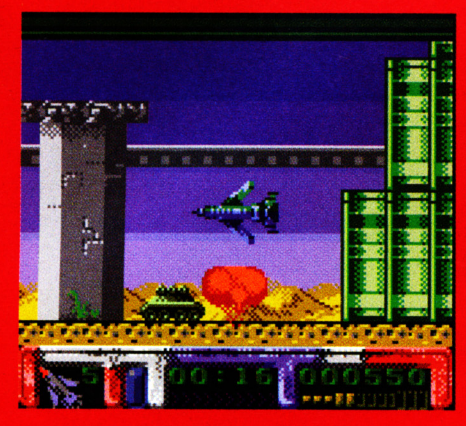
International Rescue drops bombs on civilians shocker – and we thought they were such nice lads.

CHITWAN, NORTH INDIA
EXPLORE THE AREA AND TRY TO FIND ALL THE GENERATORS. AVOID THE ROBOTS!

The model shots may not look that impressive, but they really connect this adventure to the original series.




I wonder if Thunderbirds 1 has a toilet? I mean, what happens if Virgil really needs to go during a mission?




And here we see Thunderbird 1 again, flying around and helping needy people and all that. Get the idea?



having watched *Thunderbirds* develop from the early stages of game design, there's no denying that there are exceptions to this rule. *Thunderbirds* truly does justice to the legendary adventures of *International Rescue*.

In this game, you get to take over all five of the famous *Thunderbirds* vehicles, plus Lady Penelope's pink Rolls Royce, FAB1. Each vehicle has to be mastered in order to get through the individual levels, foiling the world-dominating plans of the really rather evil super villain The Hood. So what are you waiting for?

## Plastic Power!

In your role as trainee International Rescue agent, you've got to fight your way through 22 seriously challenging levels, in environments ranging from the tropical heat of the Indian jungle to the icy blasts of the North Pole. There's even a fab training option, to get you geared up for victory!

Piloting Thunderbird 1 sees you scrolling across these landscapes rescuing hostages and bombing enemy satellites and such, whereas Thunderbird 2's adventures take place with an overhead view, as you make your way around maze-like enemy bases. Thunderbird 4 cruises around the brilliantly detailed depths of the ocean, while Thunderbird 3 has to be navigated through space debris to complete its missions. There are even levels where you get to guide The Mole through underground caverns. When driving FAB 1 it's another overhead race for time through the streets of London.

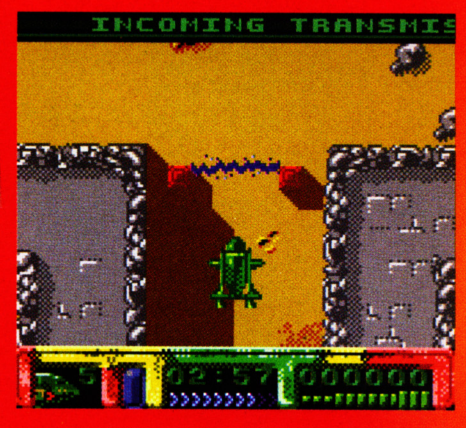
There are different tasks for every level, and best of all, different characters contact you throughout the missions to give you tips and

ORIGIN... UNKNOWN

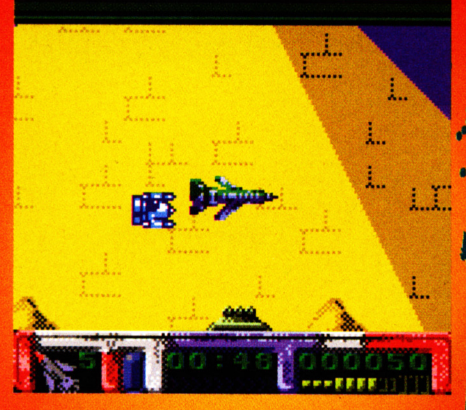
HA! YOUR PUNY EFFORTS DON'T WORRY ME, I'M INVINCIBLE! MY FORCE IS STRONG!

Is this the villainous Hood? Or a very young Marlon Brando with a grade zero haircut?

Ah, look at the stars, shining in the sky, like a liriad of... sorry, I got all pretentious there for a second.

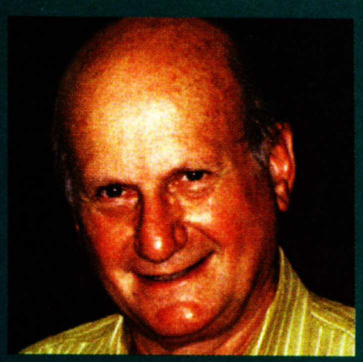



You ain't getting past that electric energy thing until you've blown up the generator responsible.




I suppose if Virgil got really desperate, he could just land next to a public toilet or something.

# We Met The Man Himself...



None of this would have been possible without one man who has spent forty years of his life creating the most exciting television and telling the most amazing stories of bravery, international villainy and patently unnecessary conveyor belts. **Jem Roberts** spoke exclusively to Gerry Anderson about the 21st Century revival of *International Rescue.*

**It looks like *Thunderbirds* is going to be officially FAB in this country again, with new releases and a first terrestrial showing for nearly a decade. Would you ever consider making any more television shows for the *International Rescue* team?**
Yes indeed. From a personal point of view, that would be great, but it's always difficult dealing with rights and so on. Once the digitally remastered series has aired, and the rights revert to the right company, there are plans for a brand new series of *Thunderbirds* adventures, but this time it will be totally CGI.

**Do you think that modern animation techniques like CGI are as satisfying as the traditional Supermarionation style of puppetry?**
Well, when I invented Supermarionation it was in a bid to get as close to reality as possible, with the technology available. So, what you can do with computer graphics these days is very satisfying indeed. The way that the characters speak and move is amazing and that is the point.

**Do you still enjoy the animation process?**
It's a thoroughly different experience with the series we're working on at the moment. Once the scripts are written and characters designed, computer animation passes out of your hands. It's amazing what can be done, but it's less hands-on.

**How much creative control do you have over characters when it comes to videogames and other spin-offs?**




Lady Penelope relaxing in her pad. You'd better do as she says, or there'll be trouble!

Yes, that'll be it. I suppose he must have a map with every toilet in the world marked on it. That'd be handy.

Cruising through the streets of swinging London in a pink Rolls Royce... Takes all sorts.

## Where's Thunderbird 5?

**Okay, so not every single one of the *Thunderbirds'* vehicles is available to control here. Thunderbird 2 only appears to be carrying the Mole, and Thunderbird 5 wouldn't make for a thrilling ride, as it's a space station manned by John Tracy. However, it's a crucial part of the game, delivering your missions to you as it watches out for villainy all over the world. As for The Hood, he's in the game all right, but you'll just have to wait and see...**

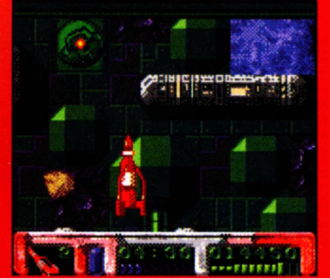
extra jobs to do. This not only makes an otherwise extremely taxing adventure into just a great challenge, and adds an extra depth of recognition to the game – you really feel like a member of *International Rescue!*

## Calling International Rescue!

A ripping adventure with very carefully set difficulty levels, great graphics and sounds, and a real sense of character to it, *Thunderbirds* definitely does justice to the name. Folks with a total allergy to racing games or shoot-'em-ups may have preferred a platform game where you can control the actual puppets themselves and, who knows, a follow-up may be on the cards. But then both *Thunderbirds* fans and fans of great videogames will love this exciting, well-made game, with no strings attached.

**Jem**

**But you never see him going into the toilet in the programme, do you? It really is a mystery.**



### 2ND OPINION

**Nosy Parker!**

Thunder, thunder, thunder, thunder CATS! What, it's *Thunderbirds?* Oh well, never mind, it's still a brilliant game. With several different styles of gameplay, it's impossible to get bored, even if you're not a fan of flying spaceships or blowing things up. And you get to drive a pretty pink car!

**Karen**

## Gerry's Babies

**Not content with creating one of the most continually successful kid's shows in the history of television, Gerry Anderson is the creator of many other famous action shows including *Stingray* (the first UK series made in colour), *Terrahawks*, *Supercar*, *Fireball XL5*, *Dick Spanner* and the live action series *Space Precinct* and the unfortunately titled *Space: 1999*. Perhaps his second most famous creation, though, was *Captain Scarlet and the Mysterons*, which is being recreated using CGI for the 21st Century, along with Thunderbirds itself.**



total Game Boy
TEST YOUR STRENGTH!

**GRAPHICS!**
So much effort has been put in ★★★★★

**SOUND!**
Altogether now, 5-4-3-2-1...
★★★★☆

**PLAYABILITY!**
Changing game types and loads of action! ★★★★★

**LASTABILITY!**
It's fab while it lasts
★★★☆☆



**OVERALL! %**
**96**
**ABSOLUTELY F-A-B ACTION!**

## We Met the Man Himself...

**So, for instance, game designers couldn't decide that Brains has a wife, and fifteen children?**
Well, we try and work as closely as possible with anyone creating anything new for *Thunderbirds* but it's the company controlling the name, Carlton, that really make sure that nothing is done to bring the characters into ill-repute or anything. Brains doesn't have a legion of illegitimate children waiting to spring out of the woodwork!

**Having said that, though, with a brand new generation of children playing Thunderbirds games on their Game Boy consoles 35 years on, are you happy to think that videogames starring the characters will probably still be being made in another 35 years?**
It's very nice to think that people are still playing new *Thunderbirds* games today. But another 35 years? Perhaps when we make the new series, they'll still be popular in 50 years or so.

**What was the original inspiration behind the adventures of the Tracy family?**
At the time that Lew Grade was asking me to come up with a new series idea, you couldn't escape from news of a mining disaster that had occurred. Thousands of gallons of water had cascaded into a mine in Germany, and a group of twenty miners were caught in an air pocket hundreds of feet below a lake. The thought of rescue was very much on my mind when I invented *Thunderbirds*.

**Which *Thunderbirds* vehicle would you most like to be in charge of?**
I'm going to have to be careful here, aren't I? My favourite is possibly Thunderbird 2. Just the way it looks, the sheer design, it really would be the most thrilling of them all. But, on the other hand, I'd prefer to be in charge of Thunderbird 1. It was always the first on the scene!

**Which creation would you most like to be remembered for, apart from *Thunderbirds*?**
I'll probably surprise you now, and say *Space Precinct*. It cost £40,000,000 to make, and (despite the fact that, being on BBC 2 rather than BBC1, it wasn't my most popular creation) it was again a move towards realism. I set out to create believable aliens, rather than just actors walking around with things stuck on their faces.

**Finally, would you say that Aqua Marina (from *Stingray*) was your idea of the perfect woman?**
Oh, yes. She was wonderful. Those lips, intelligence, and a beautiful face.

**Lovely.**

QUICK TIP! You can get through most levels by just swinging across the sky on your web ropes but in doing this you'll miss all the fun and the bonuses! Take your time, and plan every attack!

**Old web fingers is back in great style, swinging across city landscapes and combating the worst in cartoon evil on your very own Game Boy!**

# Spiderman

## NINFOMATION

| | |
|---|---|
| How much? | £25.99 |
| From who? | Activision |
| Whenz it out? | December |
| Kind of game? | Platform |

SPIDER-MAN NEW GAME CONTINUE




When Peter Parker was bitten by a radioactive spider, little did he know that it would take more than some antiseptic cream and a bit of a sit down to sort him out. He became the Spiderman – a red, lycra-clad, adolescent, super-journalist-type, and he's swinging onto the Game Boy Color this autumn!

### Spiderman Spiderman...

Past Marvel licences haven't really managed to live up to their illustrious names (*X-Men Mutant Academy*, for example) but one of the first things to notice about this game is the great way the spirit of the original comic books have been evoked. Each large (but undeniably far-from-innovative) level is separated by a chunk of plot shown in a moody, comic-style manner.

### Does Whatever A Spider Can

The gameplay itself is extremely difficult, as you battle your way past hundreds of violent criminals armed with golfclubs and bombs, before facing different bosses on your journey to get to the root of the case. Starting from the offices of the Daily Bugle, this mission sees Spiderman spinning his way nimbly through impressively large, action-packed levels, through sewers and subways packed with great bonuses, challenges and other details.

Reviewed by JEM

The sheer size of the game, coupled with great graphics and the simple fact that it's a Marvel title, will ensure success for *Spiderman*. But there are few options, so don't buy this game expecting to still be playing away at your grandchildren's weddings. That just makes spidey sense.
**Jem**

Yes, very impressive. I could swing like that if I were bitten by a radioactive spider. He's just a great big show-off really.

Spiderman's mission takes him down to the sewers. And you thought being a superhero was a glamourous job!

## 2ND OPINION

### Webbed Wonders!

*Spiderman* isn't a bad game, it's just the kind of game that we've all played to death many times before. There's nothing out of the ordinary here, just jumping and swinging around, collecting stuff and killing bad guys. If Spiderman is a favourite of yours you will find a few hours of fun in the game. Marvel licences sell like cakes that are reasonably hot, though, so this title is bound to be a hit, whatever it's really like.
**Nick**

## Who Is Spiderman?

**Peter Parker, a Senior at Midtown High School, was bitten by a radioactive spider in a science demonstration. This bite endowed him with the proportional strength and agility of a spider, along with a keen 'spider sense'. After discovering these powers, Peter found a job in television, refusing to try to be a hero despite the fact that a burglar was found in his TV studio. A few days later the same burglar killed his Uncle Ben. That night, as Spiderman, Peter apprehended his uncle's murderer, plagued with guilt that he didn't stop him when he first showed up at the studios.**

**Uncle Ben used to tell Peter, "With great power comes great responsibilities." He took this to heart and decided he should use his extraordinary powers for good instead of for selfish reasons and so Spiderman was born. A regular guy with amazing powers and enormous responsibilities!**

## total Game Boy TEST YOUR STRENGTH!

**GRAPHICS!** Has a comic book look ★★★★★

**SOUND!** Fine series of beeps ★★★★

**PLAYABILITY!** Very tricky challenge ★★★

**LASTABILITY!** A short challenge ★★★

**OVERALL! % 89**

he-man! butch! weakling! wimp!

DO WHATEVER A SPIDER CAN!

# THE UK's NO.1*






Unique compact adjustable design for optimum game play in low light and travel conditions.

**Flexi Light**



Allows Game Boy™ to be used with mains power - saves on batteries. Compatible with Game Boy™ Pocket & Color.

**AC Adaptor**



Increases viewing screen by 40%. Twin screen lights for extra visibility in low light conditions. Compatible with Game Boy™ Pocket and Color.

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Provides up to 10 hours of game play - AC Adapter included. Compatible with Game Boy™ Color.

**AC Adaptor & Rechargeable Battery Pack**

Connects Colour to Colour, Colour to Pocket or Pocket to Pocket Game Boys™ for games with 'Link Play' option. Ideal for POKEMON

**System Link Cable**

*Link cable required

Compatible with all Gameboy systems!
Transfer codes and upgrade your XploderGB with other Xploder GB users*.
The only Cheat Cartridge to use all Xploder,™ Action Replay™ and GameShark™ codes.
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Built-in codes for over 200 games



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*Official Chart Track Figures (July 2000) The Uk's best selling cheat device for any system

**QUICK TIP!** Running around can save a load of precious time. However, keep Croc under control when you're near danger, where a running jump can send you down, down, down!



**Everyone's favourite reptile bounces back onto our screens – and he's better than ever!**



# Croc 2

## NINFOMATION

| | |
|---|---|
| How much? | £19.99 |
| From who? | THQ |
| Whenz it out? | November |
| Kind of game? | Adventure |




Reviewed by JEM

No sooner has everybody's cold-blooded, sharp-fanged reptile bounded onto the Game Boy Color in his very first *Mario*-style portable adventure than he returns, his wide toothy grin concealing a good few new secrets.

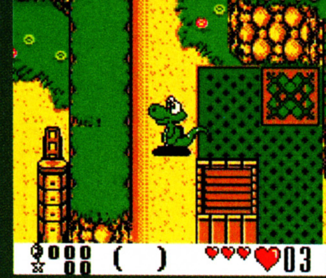
## Croc And Roll!

*Croc 2* is a very different kettle of kippers to the original game. Where the first adventure was a likeable enough romp that could easily have starred Mario, no questions asked, the follow up adventure is somewhere between a 3D platformer and a compulsive RPG. Of course, it's bursting with all the usual cute freaks and bright colours, but there's a genuine problem-solving element to the game that is guaranteed to please all those folks sick to the very back teeth with endless dull platformers.

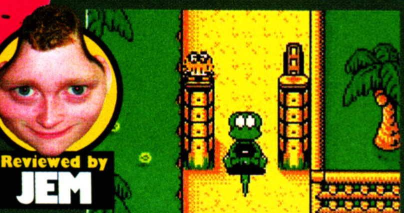
## Handbag Hi-jinks!

Everything that made Croc such a joy to play, such as cute graphics, cool moves and hidden secrets are here in full measure, but the new form of gameplay raises the little scaly scallywag's adventures to a whole new level of gaming. You make your way through different areas of the world (usual thing – forests, snowy landscapes and so on) solving problems for the little Gobbo people who are persecuted by the evil Dratinis. Once you've beaten each level, you are allowed into a new boss area, and so onto the next world. Some of the problems are annoyingly difficult, and perhaps more clues could have been added throughout, but basically *Croc 2* is a cut above the next cute character-based game any day.

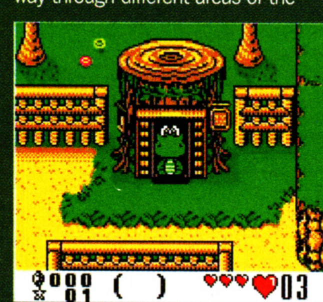
**Jem**



**Look at little croc. Isn't he a happy chappie? All lovely and green. And a man-eating carnivore.**

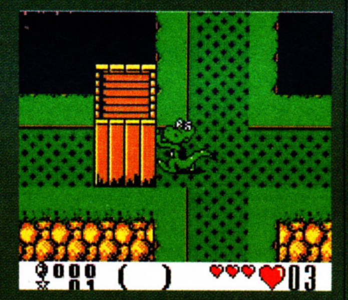



**Why don't RPG heroes ever say 'Stuff you, get it yourself?' It would save us all a lot of time and bother.**



**Croc came out of the shop, having totally forgotten what he went in for. Never mind, eh?**





**Pull the block to the designated area, and you can travel on to the next worried little Gobbo person.**



**Who's this orange faced rapscallion? He's up to no good. Whip him with your tail right now!**



## Open All Hours

**Another great aspect of the game is the way in which passwords, items and maps are all accessed by visiting the little shop in the middle of each world, where the friendly shopkeeper encourages you to spend crystals you've collected and gives you the option of flying back to past levels. Try doing that in your local Spar!**




## 2ND OPINION

Snap Happy

Cor blimey! *Croc 2* is absolu-tely un-put-downable! Every undeniably cute but definitely challenging level sees you racking your brains, and at the same time unable to prevent a great big grin stretching across your silly little face. You've simply gotta have a go at this!

**Paul**

## total Game Boy TEST YOUR STRENGTH

The Game Boy Color Test-o-meter! **Hum Dinger!**

**GRAPHICS** Brilliant cartoon fun! ★★★★★

**SOUND!** Songs get slightly repetitive ★★★★

**PLAYABILITY!** Some puzzles are ridiculous ★★★★

**LASTABILITY!** Captivating and addictive ★★★★★

he-man! / butch! / weakling! / wimp!

**OVERALL! % 95**

**A GAME WELL WORTH YOUR TIME**

**QUICK TIP!** Collect the same colour power-ups to grow your weapons into huge beams of destruction. There are several different kinds of weapon on offer – try them all!

**Blasting onto the Game Boy comes a new shooter with a distinct Eighties feel...**

# Project S11

## NINFOMATION

| | |
|---|---|
| How much? | £24.99 |
| From who? | Sunsoft |
| Whenz it out? | Out now! |
| Kind of game? | Shoot-'em-up |

COLOR? YES!

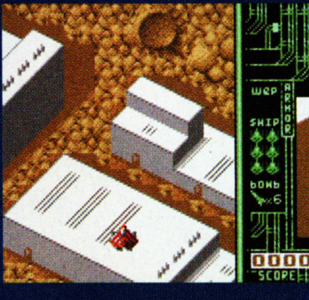
Reviewed by RUSS

Back in the Eighties, arcades were crammed with upwards scrolling shooting games, and with a slight re-design, it seems they are coming back. *Project S11* is a new shooting game which combines powerful weapons with plenty of enemy ships to destroy. You control a spaceship from a top-down view, and can move freely around the screen to dodge incoming missiles.

### Going Up!

Shooting some enemies will result in a changing power-up, offering the player a chance to choose either a new weapon or a chance to increase your current weapon's power. This game brings back many memories and is great fun to pick up and play for a short while. There are numerous continues to help you to the end of the game, but all your weapons are reset at the start of each level making it necessary to power-up again. Also, the enemy bombs are a little difficult to see on the small screen, but then that only increases the overall challenge of the game – doesn't it?

**Russ**




This is either a squashed fly on a shoebox, or a shoot-em-up game.




Level 3 unusually contains the entire EastEnders credit sequence.




**GRAPHICS!** Small and hard to see! ★★★

**SOUND!** Not Beethoven's finest! ★★★★

**PLAYABILITY!** Like being back in the 80s! ★★★★

**LASTABILITY!** Great fun for a while ★★★★

he-man! / butch! / weakling! / wimp!

**OVERALL! % 75**

**NOTHING NEW BUT STILL GOOD FUN!**

QUICK TIP! Rugrats: In Fluffy's Pinball Maze, rather than carefully timing your button pushes in order to operate the springs, just keep hitting A repeatedly to finish the maze with no effort...

**Cover your ears – Angelica's about to arrive on the Game Boy!**



# Rugrats: Totally Angelica

## NINFOMATION

| | |
|---|---|
| How much? | £24.99 |
| From who? | THQ |
| Whenz it out? | Out now |
| Kind of game? | Puzzle |




After just a few months recovering from their time-travelling escapades in *Rugrats: Time Traveller*, the tots are back in a new Game Boy venture – but this time, there's a star of the show. Angelica, the Queen of the playroom, has bullied her way into her very own game – and it's just for girls too!

With the help of her tiny chums, Angelica is set to become a catwalk star in the Fab Fashion Show, and it's your job to make sure she looks as dazzling as possible. By taking part in a range of mini-games in the giant mall, you can help Angelica to acquire clothes, shoes, make-up, jewellery and hairstyles – and the more you play, the better she'll look.

### Girl Power

Definitely designed for the younger gamer, Totally Angelica certainly isn't tricky. It may take you a few tries to get the hang of whizzing about collecting Grandpa's cookies in Phil's Fashions, or steering Angelica around Fantasy World, a mini-platform game, but it's not exactly taxing stuff. Memory tasks, sliding puzzles and mazes all feature, but it soon gets repetitive, despite the introduction of new games and varying difficulty levels. The lengthy password system is infuriating too!

Still, every girl enjoys a bit of dressing up, and *Totally Angelica* has that. Wacky hairstyles, daft make-up, groovy outfits and jewellery to rival Pat Butcher's are all yours for the taking, and there's a cool option to swap outfits – and even messages! – via the infrared.

If the idea of a giant shopping spree appeals to you, and you've got plenty of patience, *Totally Angelica* might just be the game for you. For the rest of us, though, we'll just stick to shooting bad guys and stacking up bricks for now! **Karen**

Reviewed by KAREN






**total Game Boy TEST YOUR STRENGTH!**

**GRAPHICS!** Cute and dinky ★★★★

**SOUND!** Pretty repetetive ★★★

**PLAYABILITY!** Only for little people ★★

**LASTABILITY!** 22 levels – if you can last! ★★★

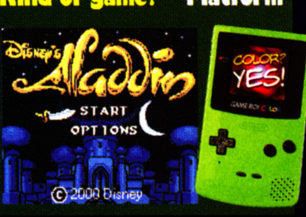
**OVERALL! % 71**

JUST FOR LITTLE MADAMS!

**Dust off those sandals and tunics – Aladdin's coming to a small screen near you!**

## NINFOMATION

| | |
|---|---|
| How much? | £24.99 |
| From who? | Disney Interactive |
| Whenz it out? | Out now |
| Kind of game? | Platform |






# Disney's Aladdin

Remember Aladdin? That handsome chap that hung out with a monkey and wooed Princesses? Well, eight years after his action-packed Disney movie hit the cinemas, the charmed little 'street rat' has finally made it to the Game Boy Color – but was it worth the wait?

### A Whole New World?

This colourful little platformer certainly isn't lacking in action – you'll be dodging missiles, battling turban-sporting enemies, clambering around levels and generally having a bit of a ball from the minute you pick it up. The only problem is, you won't be doing it for long enough! The levels certainly aren't easy, but there ain't that many of them, and the seasoned platform fan will probably have this finished in the flash of a sword. What's more, it all looks a little too similar to Aladdin's earlier black and white outing to the original Game Boy.

Aladdin is certainly a bundle of fun to play and the scenery and characters look great, but it's just a bit too compact. Younger gamers and the less skilled button bashers will no doubt enjoy it, though – it's just a shame old Al couldn't have hung around for a little bit longer! **Karen**

Reviewed by KAREN





**total Game Boy TEST YOUR STRENGTH!**

**GRAPHICS!** Al's looking good ★★★★

**SOUND!** Cute tunes ★★★

**PLAYABILITY!** Plenty of action ★★★

**LASTABILITY!** It's a bit too wee! ★★

**OVERALL! % 75**

PLATFORM FUN WITH THE LOVEABLE URCHIN



THEY CAME FOR THE GOLD. THEY STAYED FOR THE ADVENTURE.
the New World
GOLD AND GLORY
THE ROAD TO
EL DORADO™
NOW YOU CAN PLAY TULIO AND MIGUEL ON YOUR GAME BOY!
• OVER 20 LEVELS PACKED FULL OF ACTION/ADVENTURE!
• 7 WORLDS TO EXPLORE!
• 30 ENEMIES TO CONQUER!
• TRUE TO THE FILM!
Nintendo
GAME BOY COLOR
GOLD AND GLORY
THE ROAD TO
EL DORADO
LICENSED BY Nintendo
Ubi Soft
ONLY FOR GAME BOY COLOR
www.ubisoft.co.uk
GAME BOY COLOR
DreamWorks
LSP light&shadow
Planet Interactive development
Ubi Soft
"Gold and Glory: The Road to El Dorado"TM and © 2000 DreamWorks Nintendo®, Game Boy™ are trademarks of Nintendo Co., Ltd.

QUICK TIP! Tell your friends to buy this game and your enjoyment is increased tenfold! Once you're both swinging with the cart, you can email each other gifts, backgrounds and more!

**Marvin the Martian is back – and he's angry!**

## NINFOMATION

| | |
|---|---|
| How much? | £24.99 |
| From who? | Infogrames |
| Whenz it out? | November |
| Kind of game? | Adventure |




# Looney Tunes Collector: Martian Revenge




This puppy was in the first game too – He's still useless!



Road Runner, unsurprisingly, can run really fast.

Reviewed by JEM

After Bugs Bunny finally defeated nasty old Marvin the Martian and his extra-terrestrial cohorts in *Martian Alert* and the dust had settled, Daffy Duck was the very first to cash in on the victory. He proclaimed himself the hero, and set about making *Martian Alert: The Movie*, starring himself as the alien's conqueror. When Marvin finds out about the Duck's bragging, he decides to pay another visit to our planet, and this time, he's not going to lose!

### Close Encounters

At least, that is, providing you are clever enough. For this time, you control the strange Roman-helmet wearing invader, revisiting the old haunts in your mission to flambé the feathered fraud. Helping you in your mission is your trusty dog, K9, and other poor cohorts hypnotised into toeing the line include Speedy Gonzales, Road Runner and even old Bugs himself. It all makes for a great madcap role-playing adventure.

However, the point is, it's far too much like *Martian Alert*! The original game was admittedly a fantastic creation – bursting with laughs, puzzles and a myriad of extra options. You could swap characters with friends and play superb two-player games. Exactly the same options are here, with exactly the same maps, and many of the same puzzles!

### That's Enough Folks!

It's easy to see why the richly deserved success of the original should spawn spin-offs, but this one may have come a little too soon, and is a bit too similar to really stand out. It's still funny, though, and it's nice to see how the story continues. The few extra features include an in-game sliding puzzle, new characters with new abilities and some taxing problems. For instance, the three bears challenge you to different fun-fair games to continue in your mission and, er... some other things happen.

There's also the added attraction of linking up with friends who have the original and downloading brand new characters. But often, when you're crossing over the same piece of map that you already explored a hundred times in the original, you start to wonder just why this game was deemed necessary. But then, if Pokémon can get away with it...

**Jem**

### Gotta catch 'em all ...Doc!

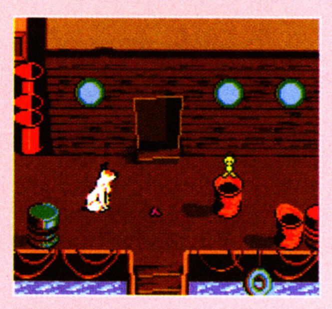
**It doesn't take a genius to notice the similarities between everyone's favourite Japanese animal cruelty craze and the new Infogrames/Looney Tunes RPGs we've been enjoying lately. Both games revolve around a mission in which you collect colourful characters and use them on the way. In order to complete the mission, you have to find every single one, and then you can swap them with your friends via the link cable. But then, at least Bugs Bunny and friends can say more than their own name over and over again!**



For your information, Taz is saying 'Rowrawraowragarrow!' as per.



The canine verson of 'The Generation Game' never really took off.



Much later on, you get reacquainted with camp birdy Tweety Pie.

Did you hear the one about the cat, the mouse and the robot?

"It's easy to see why the richly deserved success of the original should spawn spin-offs!"

# Tom & Jerry Mouse Attacks





The space port where you start the game. Keep clear of the sides, it's a looooooooooong way down!



Any sailor who dares to threaten small defenceless birds has got to be a nasty piece of work.




## INFOMATION

| | |
|---|---|
| How much? | £24.99 |
| From who? | Ubi Soft |
| Whenz it out? | December |
| Kind of game? | Platform |



Reviewed by PAUL

If you really want to capture the completely demonic essence of the original Tom & Jerry cartoons then rush out and buy the N64's *Fists of Furry*, because this game is a simple Jerry against the enemy adventure. A bit like the First World War really...

Firstly, what this game fails to deliver is the hell-for-leather violence that infected every single one of the early classic cartoons. There's no smacking each other with hammers or sticking pool cues into one another's bottoms or even the odd fistfight. This is strictly a journey into platform country, although, as it happens, a rather pleasurable journey for all that! The aim of the game is to guide Jerry through various areas of a house to rescue his buddies – all of whom fans of the cartoons itself will almost certainly recognise.

### Stop Fighting!

Along the way Tom pops up and tries to throw a spanner in the works. As you jump, bounce and run around the house there are certain places where your progress is impeded in some way and in order to move on, you have to complete one of Tom's challenges. What makes this better than most platform games is that these tasks slap busloads of variety into what could easily be another dull platformer. They range from soap-and-water-skiing tasks to pie fighting competitions. Winning these challenges grants you weapons and tools for you to move on with too!

*Tom & Jerry: Mouse Attacks* is not an impossibly difficult game to complete but it will keep you occupied for a good while because as you progress through it, the mini-games remain open for you to play at your leisure. The whole package looks excellent and it even has a small animated cartoon included that plays when you lose all your lives. This is definitely a worthy addition to any platform fan's collection.

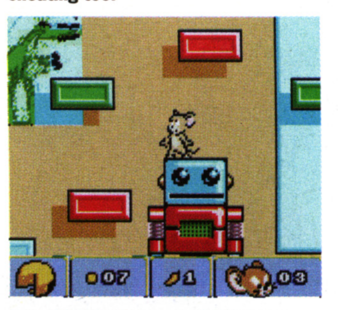
**Paul**





Under the sea... Under the sea... Darling it's better, down where it's wetter, take it from me!

Be careful of this fella. He scammed £1,500 out of us with this cup and ball game. We're fairly sure he was cheating too!



Jerry likes to jump on platforms so much that he agreed to appear in this game for no fee whatsoever. He takes 15% of all profits though!

"The whole package looks excellent!"



Ribbit, croak, and other frog-type expressions!

32

# Frogger 2 Swampy's Revenge

## NINFOMATION

| | |
|---|---|
| How much? | £24.99 |
| From who? | Hasbro |
| Whenz it out? | Out now |
| Kind of game? | Arcade |




Reviewed by JEM



Unfortunately, frogs have absolutely no concept of the Green Cross Code. They never listened at school.

There was once a game which involved an amphibious creature trying desperately to cross a road and avoid getting splatted, or drowning, or dying from exhaustion. Quite simple really, just move a frog shaped cursor up the screen without hitting other blocks.



Oh no! One of those pesky turtles has dropped frogger in the drink, leaving his spirit to walk abroad. Boo!

Nobody could be interested in that kind of gameplay these days, could they? Or could they? Perhaps they could. Or could they?

### It's Not Easy Being Green

The original *Frogger* is undeniably an arcade classic, but it has to be said that *Frogger 2* is a great achievement – endlessly more challenging, and interesting. Rather than just pushing a green blob from the bottom of the screen to the top, Frogger and his friend Lillie Frog have a reason to cross the road. Five little frogs have wandered off, and it is your job to go out and find them. On the way there are loads of gems to pick up, bonuses to grab and hundreds of nasty vehicles and creatures to avoid. There are always helpful frogs around to give you advice,



If you've got time, you can always stop off for a bit of a chat with the helpful blue frogs, like this.

and it all adds up to a more satisfying adventure.

### Leap, Frog!

The first adventure in the Frog pond, however, is extremely difficult. The difficulty levels pick up where the first game left off, and though this is a great challenge, the fact that you have to get through several levels before your position is saved makes starting again extremely annoying. There are only so many times you can play the first game of crossing the road without simply turning off. Stick with it though, and you'll soon find out that this is a quality version of a classic game.

**Jem**



## 2ND OPINION

**You Got Frog's Legs?**

I agree that this game does start off extremely hard, and the save options smell. But to see what those clever chaps at Blitz have done with the original, it's hard not to be impressed. Cheeky croakers, vicious challenges and very annoying music – what more do you want? Well, some better save options, I hear you cry like a baby. Never mind, if you persevere with the adventure, you'll see that there's loads of arcade fun to be had for a long long time. Besides, everyone loves a frog, don't they?

**Russ**

## Frogs: A Brief History By Prof Ribbit Croaker

**Frogs, or amphibia luminatis to give them their made up name, have a long and boring history of trying to cross roads. It was recorded in 1377 that a certain Gerald the frog was mown down by a Pilgrim on his way to Canterbury to buy eggs, but why this was recorded no-one quite knows. Just why these little green gits want to get to the other side of the road has also long been a bone of contention. Some theorists believe that cars and lorries hold a fascination for the species and they may be very small green car-spotters. Others say that they know a good idea for a game when they see it. Perhaps we shall never care.**

**Ribbit Croaker is professor of Whatever's Lying Around at Glasgow University, Kent.**



**QUICK TIP!** Titus tip: Take your time and avoid the nasties: sometimes it will take a while to work out how to get every pick-up, and you'll have to preserve your energy.

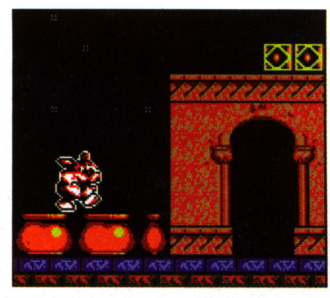
**He's small, he's red, he's furry, and he really likes yellow squares!**

# Titus the Fox: To Maraheck and Back




Titus' girlfriend Foxy has been kidnapped by the Sultan Rabys and the obligatory chase ensues, through 17 levels of exotic locales, such as Egypt and the not-so-exotic streets.

So far, so run-of-the-mill and vaguely xenophobic. *Titus the Fox* was a big hit in the old monochrome days of the Game Boy Normal, but it has to be said that this colour update is looking very dated in the 21st Century. The object of each level is to run around picking up every single yellow diamond, and avoiding scorpions and big guys with swords. Titus is a singularly weak character, capable only of ducking and jumping, and incapable of fighting enemies unless there's a pick-up handy.



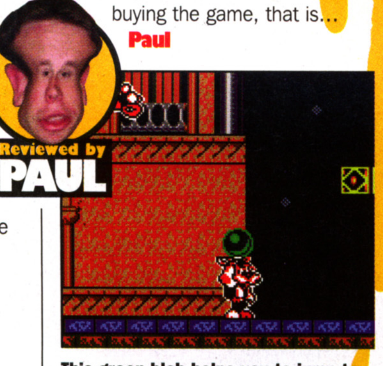
Either this is a rather badly designed sprite, or little Titus has been on the Ready Brek again!






## Diamonds And All That

Each sprite is surrounded by a line that suggests either bad graphics or eating Ready Brek, and with 17 levels, this is not impressive. What does save this game is the option to play two-player games via the link cable. If you can talk a friend into buying the game, that is...
**Paul**




This green blob helps you to jump to much higher places. If you really feel that you need to, of course.







All in all, this is a nice, respectable racing sim if you want to travel at 190 mph in the supermarket queue.




There's no need to actually step on the brakes here, but it's best to stop accelerating, or you'll go flying!

**It's a racing game. You control a racing car as it drives around a circuit very fast!**

# F1 Championship 2000




| | |
|---|---|
| How much? | £24.99 |
| From who? | EA Sports |
| Whenz it out? | Out now |
| Kind of game? | Racing |




With Messrs Coulthard and Hakkinen on board (to name just two) *F1 Championship* is undeniably a game that cannot be just dismissed, like most racing games these days deserve to be. EA Sports have a proven track (ahem) record in producing quality racing games. But why?

## Vroom! Vroom!

The fact is that this is yet another cliché ridden Formula 1 handheld, with just enough tweaks and the number '2000' in the title to justify it being released. With 2001 just upon us, the '2000' is not much of a selling point either. It's not that it's in any way badly designed or not enjoyable to play, it's just that if you've seen one, you seen a lot more than one.

With perfectly good sound and graphics, many car options to play around with and a realistic challenge (taking your team from Melbourne through to every famous track) *F1 Championship 2000* is worth a look. If you haven't got a F1 game and you want one, you could do worse than buy it. Otherwise, there's no point in giving it a second glance.
**Nick**




This is a picture of a yellow car on a grey track. Isn't it just like the real thing, kids?






**QUICK TIP!** If you want your Pokémon to evolve, hit the water stones (or thunder stones) several times. You need to use lots of energy. Hit the ball hard and it will rebound. It will then be evolved.

**Pokémon and pinball – what a great combination!**

34

# Pokémon Pinball

## NINFOMATION

| | |
|---|---|
| How much? | £26.99 |
| From who? | Nintendo |
| Whenz it out? | Out now |
| Kind of game? | Pinball |







If you're a young whippersnapper then chances are you are part of the phenomenon that surrounds these friendly little creatures commonly known as Pokémon! Put Pokémon and a pinball machine together and life becomes a dream! In case you don't know (as if you wouldn't) Pokémon are little cute looking monsters. They need to be caught and trained by special humans. This is exactly what the game is about – but isn't it cruel to trap animals? Most striking in this game are the bright colours and great graphics – it's just like being in an arcade playing on the real thing. You can choose between two pinball tables and these are coloured red and blue, just like the original Game Boy games.

### Red or blue – can you decide?

The red one is slightly easier than the blue because there is less open space, but they both get the adrenaline going. Once you begin catching Pokémon, you will want to catch 'em all. You must have plenty of skill if you want to do well in this game. You don't always need to press the buttons with all your might; instead you need to be strategic with your ball flinging. On the blue table get the ball into the mouths of the gargoyle-like monsters and you're well on your way to catching your own Pokémon. If mouths are open – shoot the ball in!

Reviewed by JO




Bounce the ball on the box and you've captured your Pokémon!




The colours are motivating. Bright colours make you feel better. Feel better, play better.

### Monsters Conquered

*Pokémon Pinball* is very addictive. Even if you're not a fan of Pokémon you will want to conquer the pinball machine and see the mini-monsters revealed, thanks to your efforts. This pinball game certainly captivates your interest and maintains this throughout – Nintendo certainly know how to create fun on the Game Boy! You're really going to love this, be you man, woman, child or beast! Go on – let yourself go!

**Jo**




As you bash around the table, you build up a picture of Caterpie!




You play in different areas of the Pokémon world, to enable you to catch a variety of Pokémon.







### It's all about evolution

**To enable evolution to happen, shoot the ball through the loop on the left-hand side of the board. When you achieve this, an arrow will light up. Once all three evolution arrows are lit up shoot the ball into Slowpoke's mouth. You then need to choose the Pokémon that you wish to evolve.**

### 2ND OPINION

**I've got a pincushion**

I definitely agree with Jo on this one – what better combination for some serious fun than monster catching and pinball all rolled into one. Easy to pick up and play, but with plenty of lastability, *Pokémon Pinball* is impossible to put down. The only down side is that the screen flips from top to bottom, so you might find yourself dizzy with all that flying around the table! Still, this game comes highly recommended, so get those flipper fingers ready!

**Karen**






**QUICK TIP!** Don't take this game seriously until you've spent a few hours practising and messing about. Only after a little experience will you be able to follow the bizarre way the ball behaves!



Tiger's back – and he's got knobbly knees!

# Cyber Tiger

## NINFOMATION

| | |
|---|---|
| How much? | £24.99 |
| From who? | EA Sports |
| Whenz it out? | October |
| Kind of game? | Sport |





Where did they find a golf course in the middle of an underground volcano? It must be Dr. Evil's.


The correct golf stance requires balance and concentration. This bloke's just mucking about.


Given the choice between playing in lava and in Hawaii, I think that this guy made the right decision.


Reviewed by KAREN

Golf God Tiger Woods appears to like it on the Game Boy Color. It doesn't seem two minutes since *Tiger Woods 2000* graced the screen, and now he's back for more in this fun, cartoon-style golf adventure.

### I'm Tiger Woods!

*Cyber Tiger* is, in intent, an excitingly entertaining departure for golf games. You can be one of four cartoon golfers, including Tiger himself, and can play on courses based in Hawaii, Grand Canyon and Mt Lava. You can also do wacky things like change the ball in mid-air and pick up loads of fun power-ups to improve your game. Apart from the basic game, there are quick shot, timed games, and best of all, an option to play against friends on the link cable!



### Really? So Am I!

This is all very admirable and fun, but when the basic game dynamics are totally off skew, there's no real point in playing at all. The ball in *Cyber Tiger* has a total mind of its own. Golf game veterans will know to take a good look at the wind power and direction, check the swing and follow through. Unfortunately, it's all academic in this game. The wind could be blowing east, so you drive off straight forward, and the ball heads west! This makes the gameplay very untempting.

Admittedly, this is a fun game, and utilises the Game Boy Color's capabilities possibly more than any other in the shops, but if you want hand-held golf, there are games on the shelf that are far more accurate, and actually obey the laws of physics.

**Karen**


It went straight down the middle! Come on, what hole is this? You mean we've got another sixteen to get through? Hmm. Let's go down the pub.



### 2ND OPINION

**Fore!**

I agree with Karen I've played much better golf games that this on the Game Boy Color, but at least *Cyber Tiger* gives the genre a twist with a bunch of cartoony characters and unique gameplay. This is definitely a 'try before you buy' game!

**Paul**

**total Game Boy TEST YOUR STRENGTH!**

**GRAPHICS!** Great cartoony gameplay ★★★★★

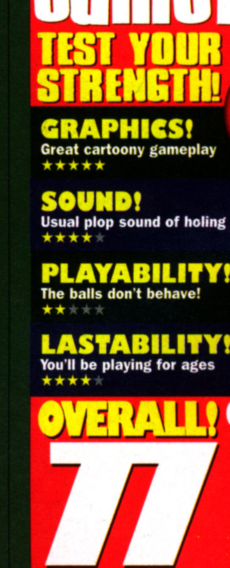
**SOUND!** Usual plop sound of holing ★★★★

**PLAYABILITY!** The balls don't behave! ★★

**LASTABILITY!** You'll be playing for ages ★★★★

**OVERALL! % 77**

GREAT IDEA, BUT VERY TRICKY



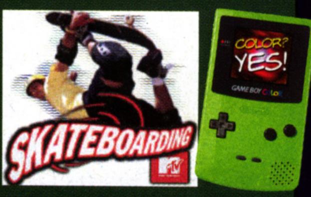
Strap on your kneepads, we're gonna grind the sheets!

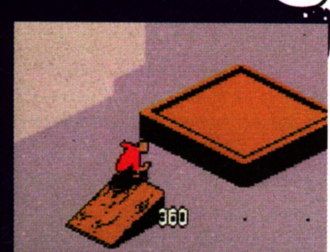


# MTV Sports Skateboarding

## NINFOMATION

| | |
|---|---|
| How much? | £24.99 |
| From who? | THQ |
| Whenz it out? | Out now |
| Kind of game? | Sports |



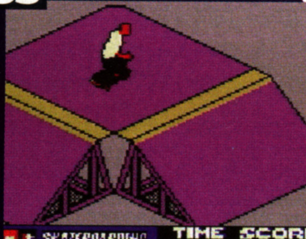




At least this game keeps the supermarket car parks free of bored adolescents.



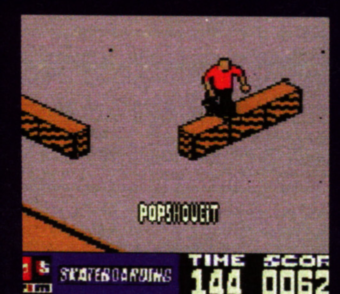

Reviewed by RUSS

Skateboarding has become very popular recently along with a number of other extreme sports. MTV, the satellite and cable music channel, sponsors many extreme events and now it has got together with THQ to produce *MTV Sports Skateboarding*. The idea of the game is to score points and collect items whilst trying to skate around on a very wobbly hypersensitive skateboard.




### Turn off the lights

It is a shame that no-one from MTV watches any of their events as this game is nothing like the real tournaments and is absolutely pitiful when viewed alongside *Tony Hawk's Skateboarding*. There are quite a few tricks for you to perform, but your board is so difficult to control that you'll turn it off before you finish the first level. If you want a skateboarding game for your Game Boy, then get *Tony Hawk's*. MTV should stick to music!
**Russ**




If your little bald man falls off, well, good! He deserves it, being in a game like this one!

**total Game Boy TEST YOUR STRENGTH!**

**GRAPHICS!** Full colour but way to light ★★

**SOUND!** Not very impressive for MTV! ★★★

**PLAYABILITY!** Round and round in circles! ★★

**LASTABILITY!** You wont play this for long ★★

**OVERALL! % 46**

COULD HAVE BEEN SO MUCH BETTER!

### Is that a car in your pocket?




Racing along at 100mph... or is it more like 5mph? It's hard to tell on this boring road!



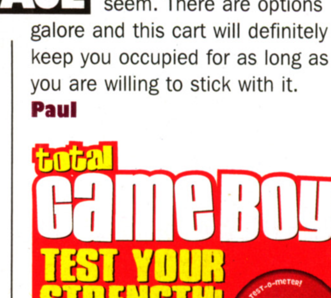

Well would you look at that! It's the same piece of road again, it doesn't seem like five minutes...

# Pocket Racing

## NINFOMATION

| | |
|---|---|
| How much? | £24.99 |
| From who? | Virgin Interactive |
| Whenz it out? | Out now |
| Kind of game? | Racing |






Ah! Thank heavens for that, you can go and do something far more fulfilling, like staring at grass or speaking to walls. Get out into the fresh air!

Reviewed by PAUL

*Pocket Racing* is what it says on the tin. Racing that fits in your pocket! Can't complain! Although the graphics are not the prettiest thing around the challenge of the race more than compensates as there are many tracks to battle through and there are plenty of add-ons to build onto your vehicle!

### Ready, set, go!

Like most rear viewed racing games for the Game Boy Color the action is rather uninspired and the scenery is as dull as coal. Still, the race itself does offer some challenge and getting to the front the pack is not the walk in the park it may first seem. There are options galore and this cart will definitely keep you occupied for as long as you are willing to stick with it.
**Paul**

GARAGE CAR SELECT
TOP SPEED
ACCELERATION
HANDLING
BODY COLOR
MACH
B Button BACK A Button OK

This is surely a car to go shopping in, not to race around tracks, no matter how badly designed.

**total Game Boy TEST YOUR STRENGTH!**

**GRAPHICS!** Basic but functional ★★★

**SOUND!** Like sound matters anyway! ★★

**PLAYABILITY!** Feel the competition ★★★

**LASTABILITY!** Plenty to race and collect ★★★★

**OVERALL! % 54**

NOT THE BEST POCKET RACER AVAILABLE

# COLOR Scribblings!

## More ramblings from you, our dear reader...

Sponsored by...
XPLODERGB
The star letter each month will win the sender a groovy XploderGB from our friends at Blaze – so get sending!

## Star Letter

Dear TGB
I reckon your mag is totally groovy. I've just bought Issue 12 and couldn't wait to read your reviews on Austin Powers. In fact I was so desperate I'd finished reading them by the time I got to the counter and paid for it.

Anyway, the reason why I actually wrote to you is that my birthday is on 23 October and I need some help in deciding which game to ask for. I can't decide between *Oh Behave* and *Welcome To My Underground Lair*. I think I'm a really groovy person and want to stop Dr Evil but I also feel a bit evil and want to take over the world. So which game would you choose? Your magazine couldn't get any better, but then I always say that and what happens? The next issue's even better. Hope you keep up the snazzy jazzy work.
See-ya,
**Stephen Tesseyman, Cheshire**
PS. My mate told me the Game Boy Color Xploders are really good. Can you confirm this?

**Dear Stephen,**
**Ooh, that's a bit of a quandary really. Sorry this issue comes out after your birthday, but you'll just have to decide which one to get with your birthday money. Personally, the Austin version is the favourite – it's more colourful and groovy, and the platform game is more fun to play than the difficult 'Kin Evil on the other cart. But it depends on how evil you feel!**
**PS. Xploders are groovy, baby, and we're sending you one for free as you've won the Star Letter award!**

## 2 Buy or Not 2 Buy

Dear TGB
I really like your magazine and seeing some other magazines, I found that they didn't like *Croc* and I think *Croc* is good! There are some games that I've been wondering if I should get. They are *Lego Racer, Lego Alpha Team* and *Lego Action Team*. Also I would like to know if *Star Wars Episode 1* is coming out, because I am a big Star Wars fan, and want to buy it straight away!
**Michael Offler**

**Dear Michael,**
**If you thought Croc was good, check out Croc 2 in this issue!**




**_Obi Wan's Adventures_, the new Game Boy game inspired by Episode One was previewed last issue, and looks like a blinder of an adventure! But as far as the Lego games go, you won't be able to get your hands on _Lego Racer_ or _Lego Action Team_ for a while in this country, but look out for _Lego Alpha Team_ in next month's issue!**



## Buffy Or Duffy?

Dear TGB
Cool mag, guys! You're an ugly bunch, aren't you? Taking all the due respect as read, I just feel I have to say that I'm not sure which version of *Buffy The Vampire Slayer* you played, but I thought it was rubbish! Even though I adore the TV series, I completed the entire game in about an hour, and then realised I'd wasted all my hard cash! So there's a warning to all your other readers: don't get carried away with the name, if there's no thought put into the game! I agree with everything else though!Later,
**Darren Fury, Clun**

**Dear Darren,**
**What a strange mix of flattery and abuse! Yeah, so perhaps the Buffy game is a bit easy, and not to everyone's taste, but it's a great game for Halloween. Perhaps we were possessed when we wrote the review! Always try and check out a game for yourself if you're not entirely sure if it's worth parting with cash for! We liked your letter so much that we're giving you the Star Letter award this issue – an Xploder cartridge is on its way to you!**

**Sorry we can't send you personal mail. If you want to get your views across, send them and your pictures (not just Pokémon!) to...**

SCRIBBLINGS,
TOTAL GAME BOY,
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Gerard Thompson
Krishna Parikha
Krishna Parikha
Samuel Beattie
1,2, PIKACHU, 1,2, RIACHU,
3,4, BULBASAOUR, 3,4, VENUSAUR,
5,6, VULPIX, 5,6, ONIX,
7,8, PRIMAPE, 7,8, PRIMAPE,
9,10, Start again. 9,10, POKEMON,
11,12, Time to evolve
BULBASAOUR
RIACHU
Jason Andrasi
POKéMON
#25
Pikachu
Christy Jenkins
Gotta catch em all
Dominic Patry
Alex Blacklock




# Help!

## Pokémon Yellow GUIDE

**Here's the whole story of Ash's journey from Pokémon rookie to Ultimate trainer. You ain't gonna get nowhere, though, without a strong set of Pokémon. Hold onto your Poké belts!**








### PALLET TOWN

Go and pick up the Potion from your room, speak to your Mum and leg it out of the town. You'll be dragged to Prof. Oak's Lab, where he'll give you a Pikachu and it's time to fight your rival. His Pokémon is hard, but you can still win. Either way, head for Route one and start building up your Pikachu against the Ratattas and Pidgeys.

### VIRIDIAN CITY

Revive here, and then pick up Oak's parcel from the Mart. Time to head back! Use the cliffs shortcut.

### PALLET TOWN

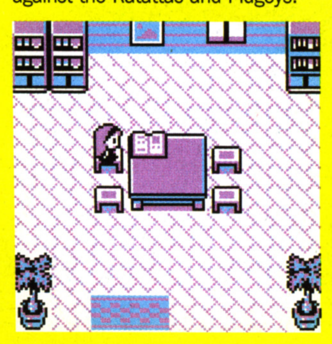
Take the parcel to Prof. Oak and he'll give you a Pokédex! Now head for the rival's house and his sister will let you have the town map. Back to Viridian!

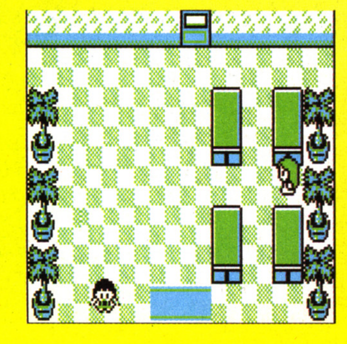
### VIRIDIAN CITY

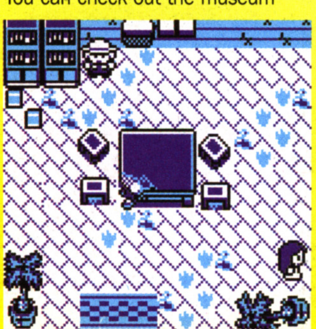
Stock up on Pokéballs, and start collecting! By now, you should be able to get past the old man and into Route 2. In Viridian Forest you'll be able to grab goodies and insect Pokémon. Keep on heading north until you reach Pewter City.

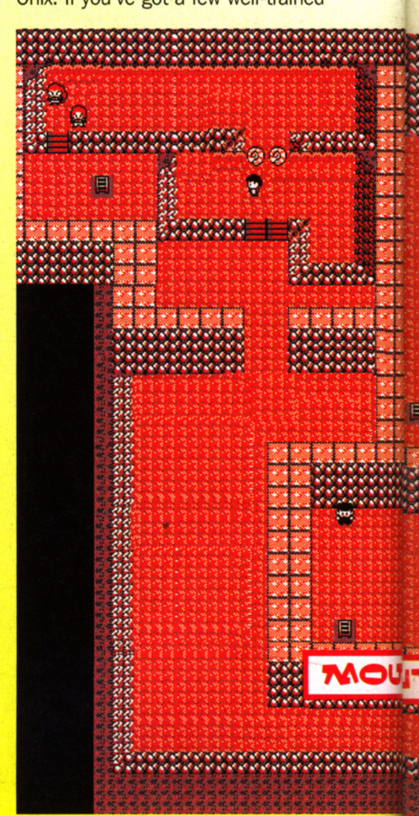
### PEWTER CITY

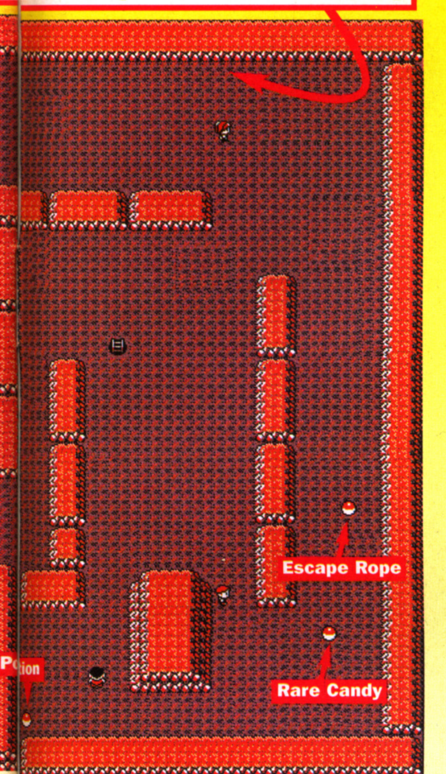
You can check out the museum here, but it's not worth 50p. Sneak round the back later for the amber, which will turn into an Aerodactyl if you take it to a lab. Now try escaping the town, and you'll be led back to Brock's gym. There's no escaping! As in all the gyms, you can fight the wimps first, but Brock's your first challenge. He has a level 10 Geodude and a level 14 Onix. If you've got a few well-trained







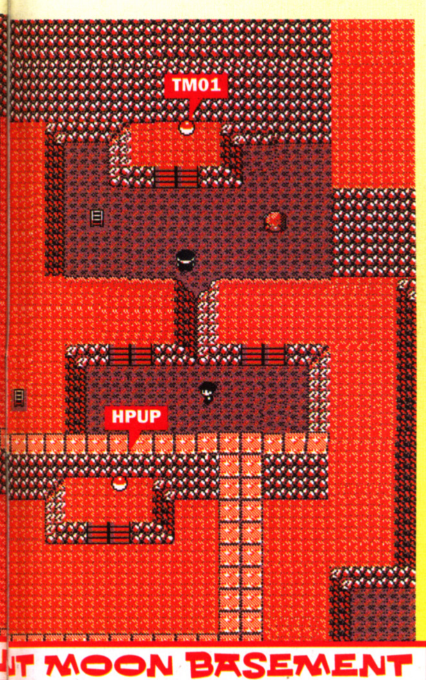





Pokémon and some nifty power-ups, he's history, and you've picked up the Boulder Badge, and TM34! Now move onto Route 3. Plenty of chances to build up levels here, before you take on Mount Moon.

## MOUNT MOON

You'd better have healthy Pokémon, because some nasty Zubats and Geodudes attack in here! There's




even a Clefairy, and they're all worth capturing. Once you've found your way past all the preliminary trainers, picking up all the helpful goodies, you'll meet a Super Nerd guarding Pokémon fossils. Once you've beaten him, choose one of them - they'll be useful later on! Then Jesse and James stick their oar in. If you've got Geodude, their Ekans, Meowth and Koffing are no match, and you can mosey out into Route 4. Make sure you get the TM here, and move onto Cerulean City.

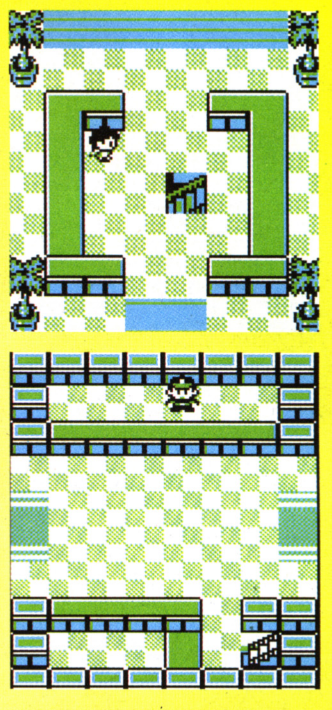
## CERULEAN CITY




Once you're healed, you can fight Misty in the Cerulean Gym. Use Electric and Grass attacks on her Staryu and Starmie and you'll get a Bubblebeam TM and the Cascade badge! Back outside, you can get a Jynx or Bulbasaur next door to the Poké Centre before heading north, where five vicious trainers await. After making them cry, you'll receive a valuable nugget and you can fight your way round to Bill's Cottage.

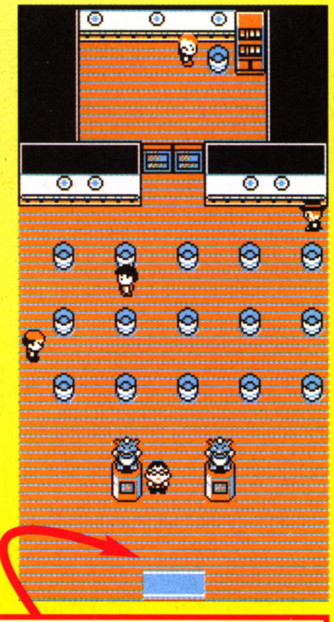


Or at least you could if you didn't bump into your rival again! His Pokémon are quite difficult now, so you'll have to ensure that you're just as hard as he is. Once you send him off and reach the Cottage, you'll have to help poor Bill who's muddled his DNA with Pokémon DNA! Send him back through the machine and he'll reward you with a ticket for the S.S. Anne, and show you his PC capabilities! Thank him kindly and exit north, back into Cerulean City. You'll be able to get into the house that's been burgled, and exit through the back door. Fight the naughty thief and pick up the Dig TM. Once you've done that, it's best to head south, along Route 5. Here you can drop a Pokémon off at the Daycare Centre if you want, but it costs a bit! As you can't take the southern route, it's time to head underground, to Vermilion City.



## VERMILION CITY

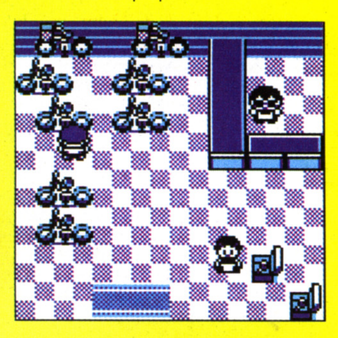
There's a lot going on in this town, but it's none of your business! Most importantly of all, get to the Pokémon fanclub situated on the west coast. Listen to the President's tummy-rubbish, and he'll give you a Bike Voucher.





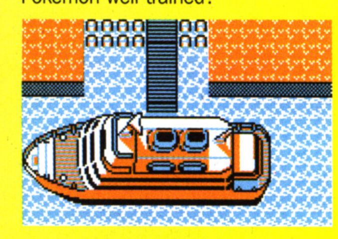

## CERULEAN CITY

Run back to this fine blue city and enter the Bike Shop in the north. Once you've got the bike, you can ride it back top speed to Vermilion!



## VERMILION CITY

Next door to the Poké Centre a nice chap will give you a fishing rod - more chances to catch Pokémon! Now if you're ready it's time to board the S.S. Anne. Got those Pokémon well trained?



## S. S. ANNE

Walk the gangplank to the south and give the nice man your ticket. Once on board the ship, there are lots of cabins to explore, full of vicious trainers and great items. After you've roamed each deck and got every TM you can get your hands on, (don't forget to check the bins!) head to the far end of Deck Two, where a flight of stairs will take you to the captain's room. First you've got to fight your rival, though. Prime those Pokémon! Once in the captain's cabin, cure his mal-de-mer and he'll give you the Cut HM!

## VERMILION CITY

Now you've got the ability to cut, head for the gym and remove that tree - it's time to face Lt. Surge! He just loves his Electric Pokémon, so



it's best to hurt them a lot with a Rock type monster like Geodude. When you've beaten all his pals, he'll let you have the Thunder Badge and the Thunderbolt TM. Now you can exit and chat to Officer Jenny in the square, who'll let you have her Level 10 Squirtle. Then you can move eastwards, and enter Diglett's cave.

## DIGLETT'S CAVE

The journey through here to Route Two isn't difficult, but it's a great chance to grab some mighty fighters. Diglett and Dugtrio can be caught with flying Pokémon, and are great assets to your Pokédex!

## VIRIDIAN FOREST

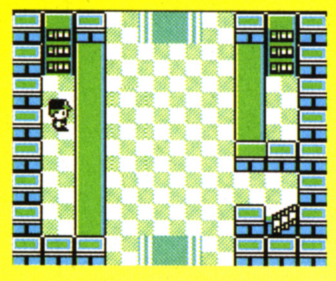
You'll appear near Viridian Forest, where your Cut capabilities will allow you to reach a house where one of Prof. Oak's aides awaits you. If you've collected 10 or more Pokémon, the HM Flash is yours! Now it's back to Vermilion City, and from there, north to Cerulean City and east onto Route 9. After a little battling, you can use the Flash to see inside the Rock Tunnel.

## ROCK TUNNEL

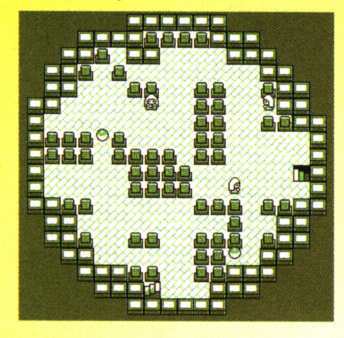
Another dank cave bursting with nasty attackers - but plenty of chances to up your experience! When you emerge on the other side, you're but a few paces away from Lavender Town!

## LAVENDER TOWN

It's all very nice and purple, but there's little you can do here. Pokémon Tower is impossible to beat without the Silph Scope. If you don't fancy having some bloke criticise your Pokémon's names,



head west onto Route 8. If you've fought all these trainers, head for the small house, which leads to Route 7, and then westwards to Celadon City.



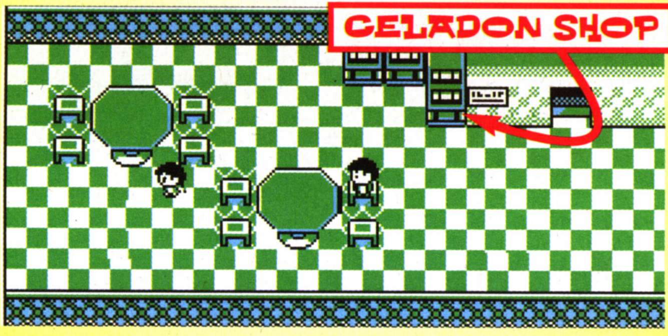
## CELADON CITY

Heal yourself and stock up on items before heading for the game corner. You can play the slots to get rare Pokémon much later - there's too much to do, man! Flick the switch

CELADON GYM



under the poster in the back wall of the Gaming room, and advance into the Team Rocket hideout. Explore all you want for goodies before getting the lift key and moving down to the basement. Fight the Team Rocket members then head through into the next room to face the nasty Giovanni. Use Water Pokémon to beat him quickly and painlessly, and the defeated gangster lets you have the Silph Scope. You're not done yet, though, there's still Erika in Celadon Gym to beat! Fire Pokémon are best to beat Grass, so concentrate, and

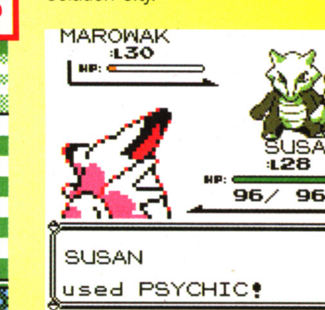


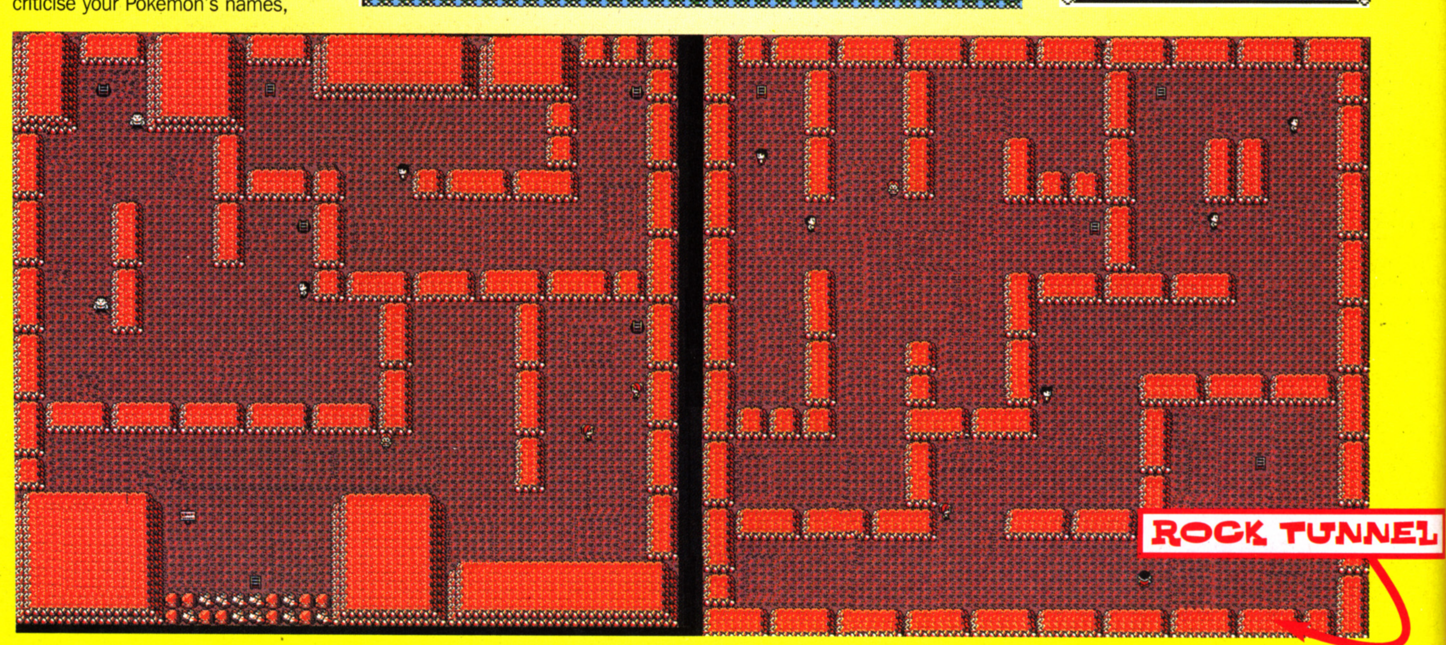

she's through! Then she'll give you the Rainbow Badge and Mega Drain. Retrace your steps to Lavender Town.

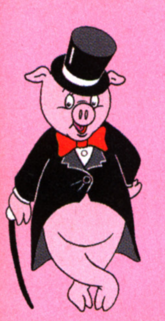


## LAVENDER TOWN

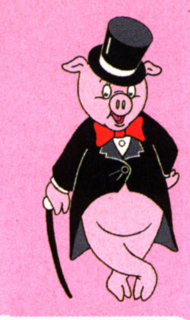
Armed with the Silph Scope, enter Pokémon Tower where a ghostly experience awaits you. You have to duel your rival on the second floor, so keep those Pokémon fit. Luckily, just after this, the spirits allow you to heal your Pokémon on Level 5. Two more floors and you'll meet the spirit of Marowak. Beat her if you must, but she'd be amazing if you have in your collection! Once she's laid to rest, move to the top floor and Mr. Fuji is there. Beat the Rocket trainers and save him. Not that he wants saving, but at least he has the courtesy to reward you with the Poké flute. No more sleeping Snorlaxs for you! Retreat to Celadon City.





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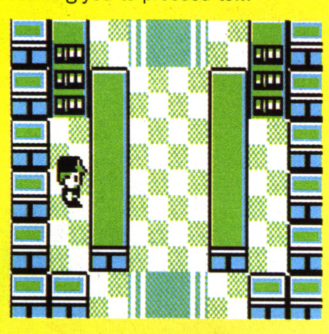





CELADON MANSION

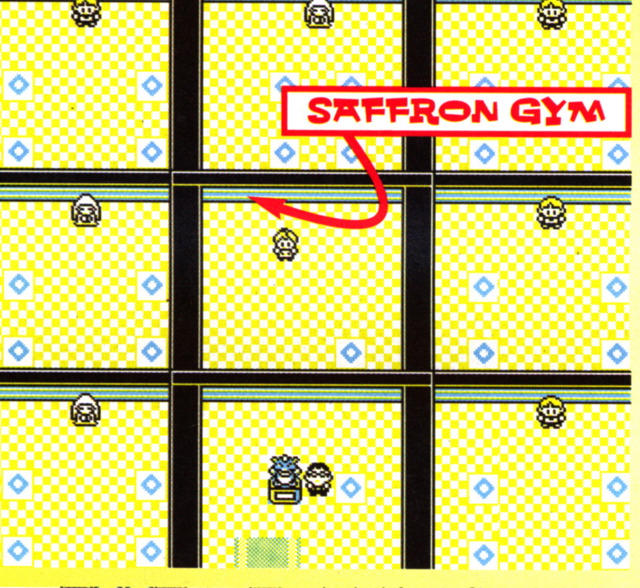
## CELADON CITY

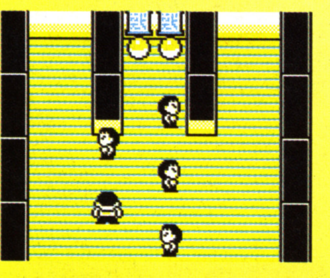
By now you should have enough cash to buy loads at the Poké Supermart, but make sure you visit the top floor, and buy some drink. Head east until you reach the thirsty guard. He'll drink your pop, and spread it around all his pals, allowing you to proceed to...

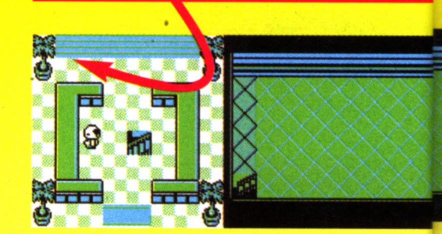


## SAFFRON CITY

If you want to fill your Pokédex, beat the Karate Master at the small gym, but it's the battle with Sabrina next door that really matters! First, though, you have to topple Silph Co. This is a massive establishment with loads on offer, but it's on the fifth floor that you have to get the card key from Team Rocket. Once you've got this, finding your way round is easy. Using the teleporter on Level 3 sees you scrapping with the rival again. Beat him good, and then move on until you find the teleporter that takes you to the top floor. You have to take on Jesse and James again, but the can't cope with a good electric attack! Make your way to where the Silph Co. president is being held hostage by the infamous Giovanni. It's a tough battle, but smashing the rat faced villain will free the staff and the city, and you'll get the Master Ball. Don't use it yet! Make your way back into the fresh air and prepare to face Sabrina. Her Psychic Pokémon are very tough, and you'll need to use every trick in the book to beat her and get the






Marsh Badge and Psywave. If you fancy a change of air, leg it back to Lavender Town.

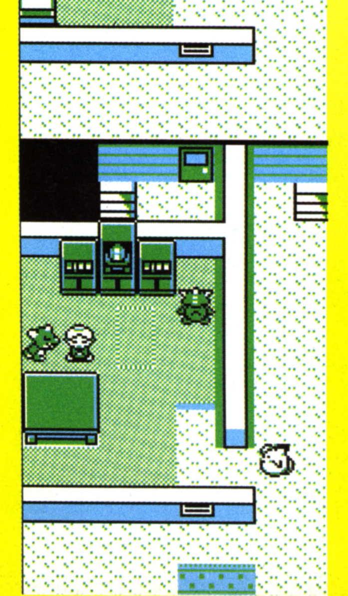
## LAVENDER TOWN

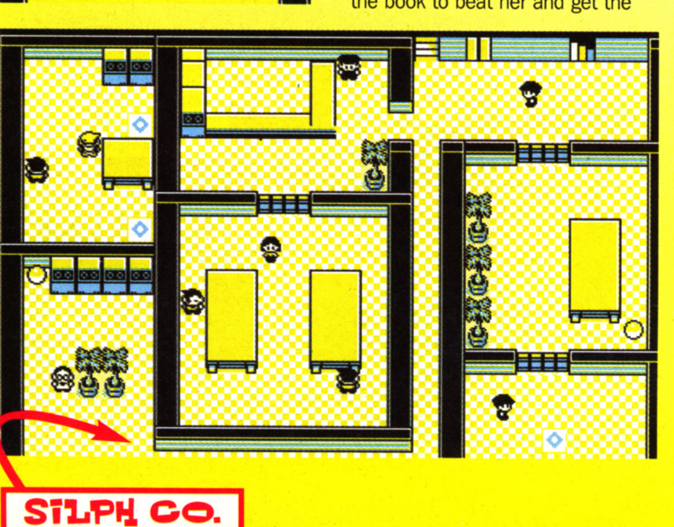
From here you can head south, along the boardwalk until you see the snoozing Snorlax. Wake him up a toot on your flute and you can reach another of Oak's aides. 30 Pokémon or more will get you an item finder, otherwise stay on Route 12, doing a bit of fishing if you must, until you turn into Route 13 at the bottom. This maze gets a little annoying, but you can earn a fortune with a few scraps here! The opportunity for a good scrap continues through route 14 and 15 until you get to Fuchsia City.

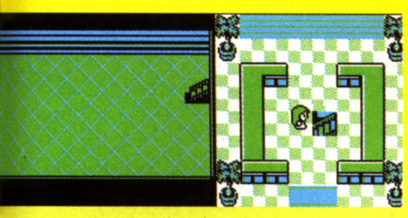


## FUCHSIA CITY

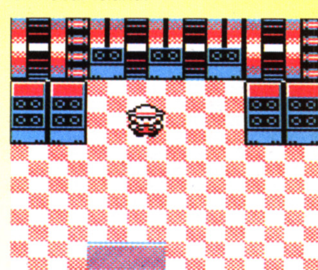
There's another opportunity to grab a rod here, but the best Pokémon catches can be got at the Safari Zone. First, though, go fight Koga at Fuchsia Gym. The 'secret' walls here shouldn't bother you, but beware of exhausting your Pokémon on the trainers. Fire Pokémon beat his insects easily, and now you have the Soul Badge! Getting back to the Safari Zone, the battles can be dull, but it's an amazing chance to brighten up your Pokédex. Otherwise, it's crucial that you reach the Secret House and Gold Teeth in area 3 above all else. The chap in the secret house lets you have HM Surf! Once you're happy with what you've got, zoom to the Warden's pad towards the south of Fuchsia City, and give the poor fool his teeth back. HM Strength will be your reward! Now you can exit westwards and get on your bike for a nice run up the cycle path. There are plenty of energetic battles to be had here, but it's best to go south for a paddle. Ignore the hut here, unless you've got Stadium - it gives you a sub game! The thing to do is leap into the water, and surf with all

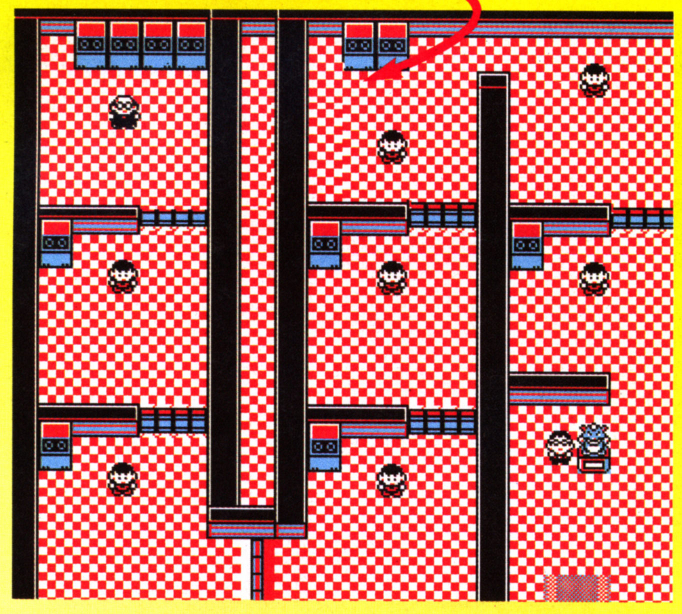






your might round to Seafoam Island. This is another murky cave, where you have to use Strength to roll two boulders down to the last level, where they will slow the tide of the water, allowing you to pass through. Concentrate on one at a time, and beware of getting them stuck by a wall. (Exit if this happens) Once the tide's gone, you can exit. Or, you could summon up all your energy and capture the Articuno. He's brilliant! On the other side, it's time to swim west to Cinnebar Island.



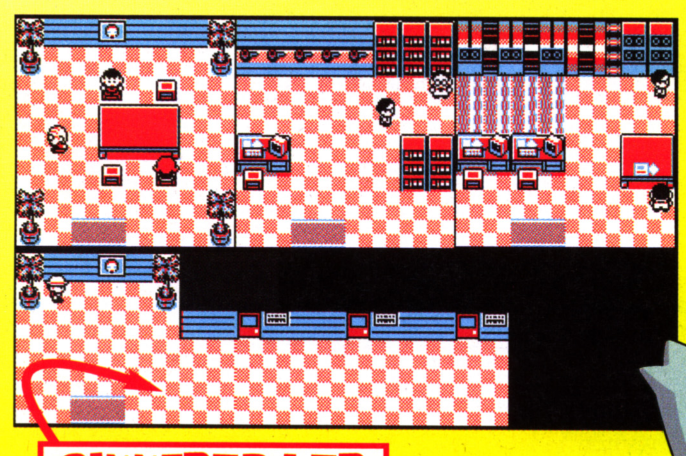


CINNEBAR GYM

SAFARI

## CINNEBAR ISLAND

This island gives you the chance to turn your fossil into a rare prehistoric Pokémon in the lab. It takes time, but it's worth it! While your waiting, brave the dangers of Pokémon Mansion! There loads of great items here, but it's tricky to get around. The secret is to flick the switches to explore the whole area, but the combination can be tricky. Eventually you'll reach an area on Level 3 with two places to jump down to the basement. Take the left one and you'll end up on Level One, where the stairs will take you to the basement. Get the key to the north west. You can now find any other secret items, or just escape quickly. Now enter the gym. If you're full of Poké knowledge, you won't even have to fight the trainers to reach Blaine! Once you do reach him, he attacks you with Fire Pokémon. Unless you've got some wicked water monsters, you're not going to get that Volcano Badge! After your victory, it's time to go home. Head north, through route 21, back to Pallet Town.

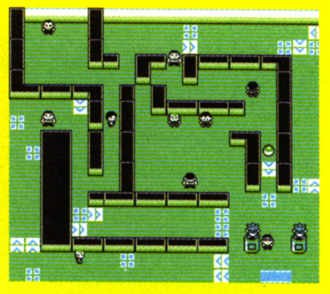


CINNEBAR LAB

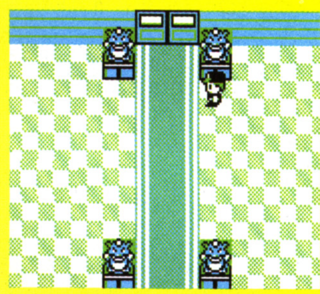
SEAFOAM CAVES

## PALLET TOWN

You could at least go and have a word with your Mum, after all that travelling. But the important thing is to reach Viridian City, just to the north. The gym here is now accessible, and it seems Giovanni never learns from his mistakes. He's even tougher now, though,



and beating his Pokémon may take a while. Your team have got to be unbeatable! Once he's been proved a loser, the Earth Badge is finally yours, and it's back to Pallet Town! Head west, towards the Pokémon League HQ. First, you've got to beat

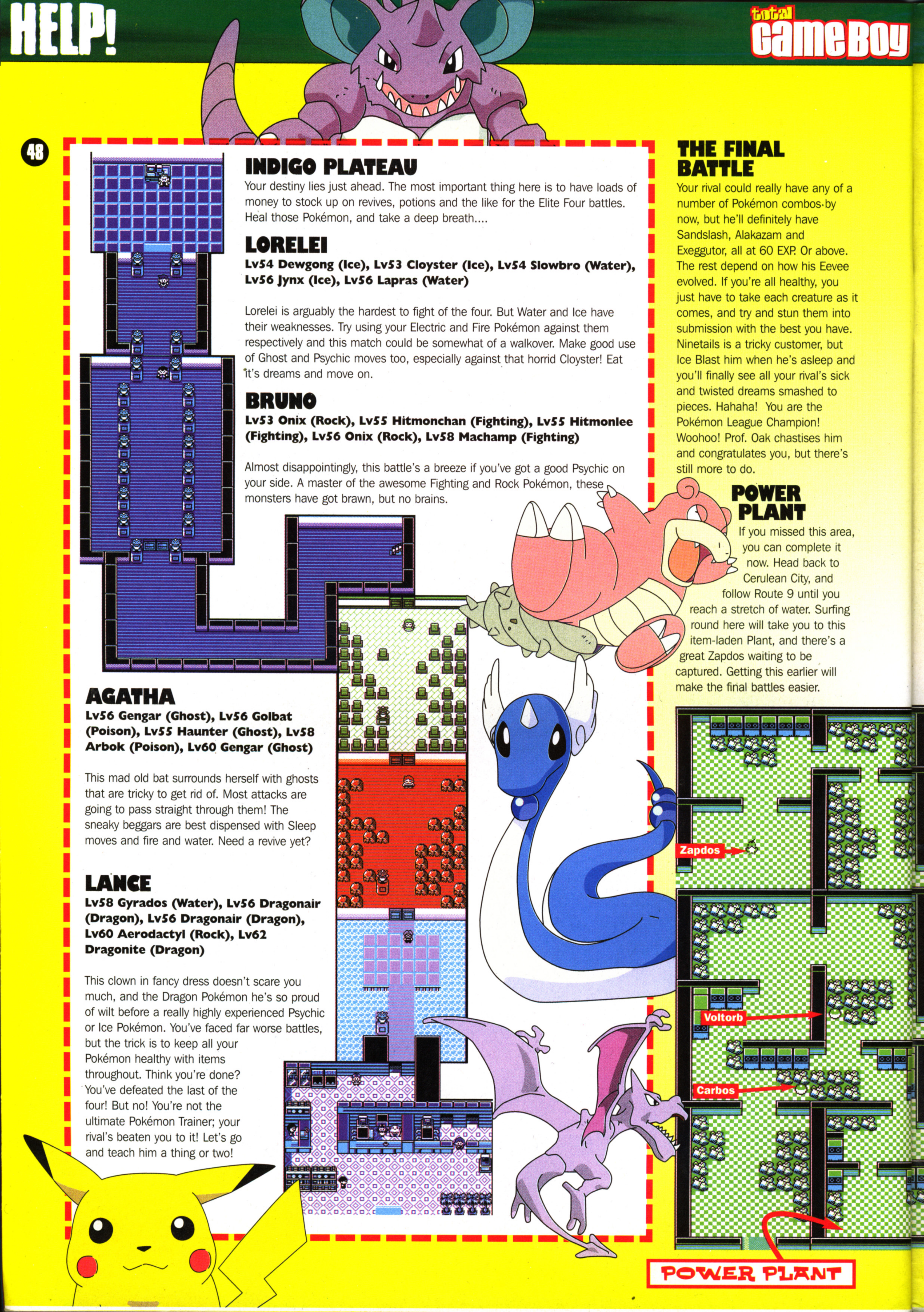


your rival's team. And he's done a good job training them up! Once you can get past, enter the building and proceed up route 23. With all the badges, you can hold your head up high and march past all the guards, onto Victory Road.



## VICTORY ROAD

It's more of a cave than a road, but it's another tricky boulder puzzle anyway. Push them onto the switches to make your way around, not forgetting to pick up all the crucial items, and possible catching a mythical Moltres on level two if you're able. Save the Master Ball though! Then you're out in the fresh air, in Indigo Plateau.




## INDIGO PLATEAU

Your destiny lies just ahead. The most important thing here is to have loads of money to stock up on revives, potions and the like for the Elite Four battles. Heal those Pokémon, and take a deep breath....

## LORELEI

**Lv54 Dewgong (Ice), Lv53 Cloyster (Ice), Lv54 Slowbro (Water), Lv56 Jynx (Ice), Lv56 Lapras (Water)**

Lorelei is arguably the hardest to fight of the four. But Water and Ice have their weaknesses. Try using your Electric and Fire Pokémon against them respectively and this match could be somewhat of a walkover. Make good use of Ghost and Psychic moves too, especially against that horrid Cloyster! Eat it's dreams and move on.

## BRUNO

**Lv53 Onix (Rock), Lv55 Hitmonchan (Fighting), Lv55 Hitmonlee (Fighting), Lv56 Onix (Rock), Lv58 Machamp (Fighting)**

Almost disappointingly, this battle's a breeze if you've got a good Psychic on your side. A master of the awesome Fighting and Rock Pokémon, these monsters have got brawn, but no brains.

## AGATHA

**Lv56 Gengar (Ghost), Lv56 Golbat (Poison), Lv55 Haunter (Ghost), Lv58 Arbok (Poison), Lv60 Gengar (Ghost)**

This mad old bat surrounds herself with ghosts that are tricky to get rid of. Most attacks are going to pass straight through them! The sneaky beggars are best dispensed with Sleep moves and fire and water. Need a revive yet?

## LANCE

**Lv58 Gyrados (Water), Lv56 Dragonair (Dragon), Lv56 Dragonair (Dragon), Lv60 Aerodactyl (Rock), Lv62 Dragonite (Dragon)**

This clown in fancy dress doesn't scare you much, and the Dragon Pokémon he's so proud of wilt before a really highly experienced Psychic or Ice Pokémon. You've faced far worse battles, but the trick is to keep all your Pokémon healthy with items throughout. Think you're done? You've defeated the last of the four! But no! You're not the ultimate Pokémon Trainer; your rival's beaten you to it! Let's go and teach him a thing or two!

## THE FINAL BATTLE

Your rival could really have any of a number of Pokémon combos by now, but he'll definitely have Sandslash, Alakazam and Exeggutor, all at 60 EXP. Or above. The rest depend on how his Eevee evolved. If you're all healthy, you just have to take each creature as it comes, and try and stun them into submission with the best you have. Ninetails is a tricky customer, but Ice Blast him when he's asleep and you'll finally see all your rival's sick and twisted dreams smashed to pieces. Hahaha! You are the Pokémon League Champion! Woohoo! Prof. Oak chastises him and congratulates you, but there's still more to do.

## POWER PLANT

If you missed this area, you can complete it now. Head back to Cerulean City, and follow Route 9 until you reach a stretch of water. Surfing round here will take you to this item-laden Plant, and there's a great Zapdos waiting to be captured. Getting this earlier will make the final battles easier.

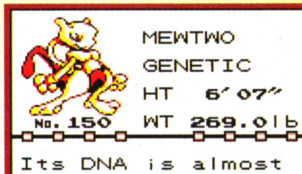






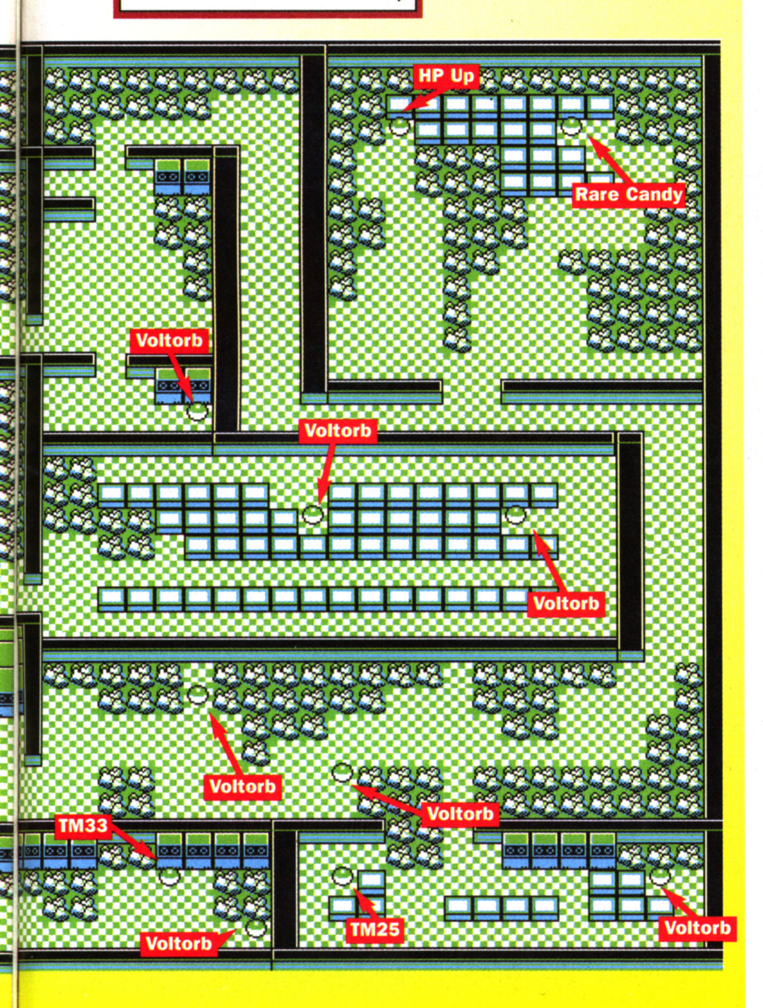
## UNKNOWN DUNGEON

But what really matters is... Where's Mewtwo? Remember that guarded cave in Cerulean City? Surf back over there, and you can now get in. This Unknown Dungeon is another tricky ladder puzzle, but it won't take long to reach the ultimate Pokémon in the basement. (Especially if you've used Repel.) Put Mewtwo to sleep and hit it until he's got a tiny bit of energy left, before finally using your Masterball. Now he's all yours! You've got the best, now get the rest. Via your friends, the internet or just loads of hard slog, you gotta catch 'em all! Even the rubbish ones.




# TM and HM Locations

| Number | Technique | Location |
|---|---|---|
| TM01 | Mega Punch | Mount Moon |
| TM02 | Razor Wind | Game Corner |
| TM03 | Sword Dance | Silph Co. |
| TM04 | Whirlwind | Route 4 |
| TM05 | Mega Kick | Victory Road |
| TM06 | Toxic | Fuchsia City Gym |
| TM07 | Horn Drill | Game Corner |
| TM08 | Body Slam | SS Anne |
| TM09 | Take Down | Silph Co. |
| TM10 | Double Edge | Game Corner |
| TM11 | Bubblebeam | Cerulean City Gym |
| TM12 | Water Gun | Mount Moon |
| TM13 | Ice Beam | Celadon Poké Mart |
| TM14 | Blizzard | Pokémon Mansion |
| TM15 | Hyper Beam | Game Corner |
| TM16 | Pay Day | Route 12 |
| TM17 | Submission | Victory Road |
| TM18 | Counter | Celadon Poké Mart |
| TM19 | Seismic Toss | Route 25 |
| TM20 | Rage | Route 15 |
| TM21 | Mega Drain | Celadon City Gym |
| TM22 | Solar Beam | Pokémon Mansion |
| TM23 | Dragon Rage | Game Corner |
| TM24 | Thunderbolt | Vermilion City Gym |
| TM25 | Thunder | Power Plant |
| TM26 | Earthquake | Silph Co. |
| TM27 | Fissure | Viridian City Gym |
| TM28 | Dig | Cerulean City |
| TM29 | Psychic | Saffron City |
| TM30 | Teleport | Route 9 |
| TM31 | Mimic | Saffron City |
| TM32 | Double Team | Fuchsia City |
| TM33 | Reflect | Power Plant |
| TM34 | Bide | Pewter City Gym |
| TM35 | Metronome | Pokémon Mansion |
| TM36 | Self-Destruct | Silph Co. |
| TM37 | Egg Bomb | Fuchsia City |
| TM38 | Fire Blast | Cinnabar Island Gym |
| TM39 | Swift | Route 12 |
| TM40 | Skull Bash | Safari Zone |
| TM41 | Softboiled | Celadon City |
| TM42 | Dream Eater | Viridian City |
| TM43 | Sky Attack | Victory Road |
| TM44 | Rest | SS Anne |
| TM45 | Thunder Wave | Route 24 |
| TM46 | Psywave | Saffron City Gym |
| TM47 | Explosion | Victory Road |
| TM48 | Rock Slide | Celadon Poké Mart |
| TM49 | Tri Attack | Celadon Poké Mart |
| TM50 | Substitute | Game Corner |
| HM01 | Cut | SS Anne |
| HM02 | Fly | Route 16 |
| HM03 | Surf | Safari Zone |
| HM04 | Strength | Fuchsia City |
| HM05 | Flash | Route 2 |



# Six Of The Best

**Here are the top six recommended games of recent months. Don't go wasting those precious pennies!**

## Perfect Dark
**Nintendo** — **98%**



**Type:** Shoot-'em-up
**See:** Issue 11

## Tomb Raider
**Core Design** — **99%**



**Type:** Adventure
**See:** Issue 8

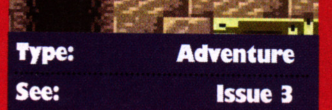
## Mickey's Racing Adventure
**Nintendo** — **98%**



**Type:** Racing
**See:** Issue 7

## Conker's Pocket Tales
**Nintendo** — **92%**





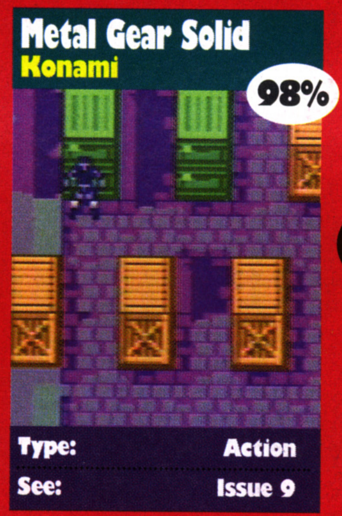
**Type:** Adventure
**See:** Issue 3

## Austin Powers
**Rockstar** — **97%**



**Type:** Unique
**See:** Issue 12

## Metal Gear Solid
**Konami** — **98%**



**Type:** Action
**See:** Issue 9

## In The Next Issue Of Total Game Boy Magazine...

Ho, ho, ho! Is it that time already!? In our bumper Yuletide edition, watch out for *Alice In Wonderland*, *Batman* and *Donald Duck*! All roasting on an open fire!



HOLY PUDDINGS! IT'LL BE A CORKER!

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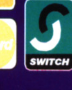


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